

List of cards for the "Killer Instinct: Collectible Card Game", by "Teary Eyes" Anderson

To house the complete set of cards, you would need, 5 "Starter Deck" boxes, {which originally held 60 cards and a instruction booklet} it would take 5 of them to hold the entire set, but there wouldn't be enough room to hold the instructions, and the upper and lower flaps would press against the bottom of the cards, nearest the lid, possibly causing damage to them. You could also put them in '9 card sheet' binder, it will take 42 pages, which is how I arrange my cards, with the alternate version of the cards on the back of the regular cards. A few of the cards seem to have smeared credits at the bottom of the card, while most of these were fixed, the "B.O.P. Raid! " card with smeared credits seems to be the only released version. With the cards in '9 card sheets' there is one space left for the instruction booklet. It took me several years to complete this set, I bought several sealed cases, and even collections from other people to complete my set. With cases of packs, and "Starter Deck{s}", going for over \$150 at the time, it probably cost over \$1,000 for me to complete this collection. This collection was finally completed on October 17, 2021.

The "Killer Instinct: Collectible Card Game" was officially licensed Nintendo, released by Topps Card Games, in April 1996. {This was back when Rare was owned by Nintendo.} Although at the time the game "Killer Instinct 2" {KI2}, was in arcades, and the N64 game "Killer Instinct Gold" was soon to be released, this series of cards focuses on the first game, and the arcade version of that, rather than the Super Nintendo Entertainment System {SNES}, version of the game. At last count the game consisted of 368 cards, even though a early comic store flyer from 1996, that says there are "363 fully computer generated cards", it also mentioned that the "Starter Decks and Booster Packs" were limited editions, and available in April. There appear to be six promo cards, which probably makes up the difference, between the number given in the flyer, and those that seem to have been found, however that would make the total 369 cards, but the total number I was able to find, was 368, which would agree with the list given in the book "Collectible Card Game: Checklist & Price Guide " ISBN: 087349623X, as  $362 + 6 = 368$  total. Perhaps at the time of the advertisement, only 1 of the Promo cards had been released which would have been 363, as stated in the ad, it could have also been that they lumped all the promo cards into 1 extra card, to keep the actual number secret, or they simply had a typo on the advertisement.

The game was based around a "Starter Deck" which had 60 cards and a "Official Rule Book". These were released in cases of 12 decks per case. The lid of the case folded up, to display the 12 "Starter Decks", each deck was sealed in a plastic bag, which sandwiched the rule book near the middle of the deck. Counting the front and back covers of the book it had 48 pages. There were two variations of the "Starter Deck", the first had Fulgore on the front, while the second had Spinal. The Nintendo logo is Blue on the bottom of the Fulgore decks, while red for Spinal. The cases of both had the same item number 1-267-44-01-5, however the Fulgore version has the number in blue, while the Spinal version has the number in red. The UPC number is 041116002670 for both decks. Usually you do not get character cards in the "Starter Deck{s}" in a full unopened box of 12 decks I found only 2 'character' cards, and they were in the same deck. Under the lower flap of the deck box, are the

identification numbers, "1720/USA/ENG/03/KILLER INSTINCT 8308 TM". Each box came with a 6 digit ticket telling the production number of the case. It was usually hidden under the bottom flaps of the case.

The game also featured "Booster Packs", which had 12 cards per package. There were 24 packages in a case. The case was item number 1-268-35-01-5, while the card packs themselves were item number 0-268-89-01-5. For a total of 288 cards, if the player buys this case, and a "Starter Deck", they would only have 348 cards if they were all different, but sadly many of the cards would be doubles, and triples. The cards were released in various rarities. The "Booster Pack" contained "1 Rare, 3 Uncommon, and 8 Common cards", while the "Starter Deck" didn't list how many of the various rarities it contained. The top images on both the "Starter Deck" case, and the "Booster Pack" case, is the same showing a image of Fulgore using his eye lasers to fight Glacius.

Most of the cards feature screenshots from the game, or animation in the style of the arcades opening character scenes. However there are also new images credited to Rareware, as well as other Computer Generated Images {CGI}, from various artists, whom are credited on the cards that they created. The reverse of the cards has the same "Killer Instinct" logo. Besides just character fights from the game, there are also more story driven cards that determine how the playing is done. These usually follow the rival companies Ultratech, and Shadow Corps. There are also a third group the Brotherhood of Peace {B.O.P.}, which protest the "Killer Instinct competition". The cards also occasionally have the KILR-TV logo on the screenshot/image, as if the player is watching the fight through a television screen. The character cards themselves are difficult to find, as they are part of the Rare part of this game. Only the characters from the first game are present in this game; Black Orchid, Chief Thunder, Cinder, Fulgore, Glacius, Jago, Riptor, Sabrewulf, Spinal, TJ Combo, and Eyedol, seems to be a later addition that doesn't have many cards as part of his abilities, however most moves, and attacks are generic so any character can use them.

In the following 'List of Cards' each card Title, is followed by the number of Damage {if any is given in the upper section}, and Name of the character that can use that card, {if the card is character specific}. Some cards have the same name, and text, but feature a different screenshot, in these cases I have also added the name of the characters from right to left. The Promo cards seem to have been available through various locations, I think one of them was given away free with "Nintendo Power", but I am not sure which issue, or where the other cards were found.

There were six Promo cards:

- #1 Buzzrack
- #2 Feel The Power! Eyedol
- #3 Fireball Eyedol
- #4 Rule the World!
- #5 Stomp! Eyedol
- #6 Techno-Mage!

Artists:



\* Norman Paul Dwyer {also credited with shortened versions of his name on some cards}, Air Box Sabotage! co-illustrator; Assassin!; {B.O.P. Raid!; B.O.P. Revelation!; B.O.P. Triumphant!; Betting Syndicate!; Boom Box!; Bzzrack; The Commish! Combo; Computer Raid!; Corp Penetration!; Corporate Espionage!; Corporate Raid!; Denizens of Darkness! co-illustrator; Eavesdropper! Orchid co-illustrator; Elixir of Life!; Fame and Fortune!; Foiled!; Holding Corp!; Home Turf! co-illustrator; Hostile Takeover!; Idea Men!; Inspiration! co-illustrator; Jeering Mob!; KILR Highlights!; KILR-TV!; Meat Puppets! co-illustrator; Media Blitz!; Mole!; Negotiations are Closed!; Out of the Shadows!; Protest!; Recycle! co-illustrator; Rule the World!; Saboteur! co-illustrator; Shadow CEO!; Shadow Spies!; Techno-mage!; TJ's Homeboys! Combo; The Trashman Cometh!; Trial Of The Century!; Ultratech Raid!}

\* John Hughes {Artificial Intelligence!! Fulgore; Bad Press!; Corp Infiltration!; Crumbling Bridge!; Denizens of Darkness! co-illustrator; Eavesdropper! Orchid co-illustrator; Inside Bet!; Kidnapped!; Megag glitch; Micro-Fusion Chip! Glacius; Paper Pagoda! Jago}

\* Kurt Kanellos, {Air Box Sabotage! co-illustrator; The Deal!; Denizens of Darkness! co-illustrator; Eavesdropper! Orchid co-illustrator; Elixir of Life!; Home Turf! co-illustrator; Inspiration! co-illustrator; The Manual of Arms!; Meat Puppets! co-illustrator; Prometheus Ambulance!; Recycle! co-illustrator; Saboteur! co-illustrator; Shadow Espionage!; Who!}

\* John Picha {Car Bomb!}

\* Charles Swedburg {Dummy Corp!; Paparazzi!}

\* Zero3 {Bribe!; Cheerleaders!; The Crowd Goes Wild!; Efficiency Expert!; Legions of the Doomed!; Network!; PR Manager!; Promoter!; Recycle! co-illustrator; Scandal!; Sell-Out!; Side Bet!; Spoils of Victory!; Stall!; Wait For It!}

Starter Deck, 60 cards plus instructions.  
24 Packs Per case

Booster Packs, 12 Cards per pack.  
24 Packs Per case

{The number of cards I have with each name, are indicated with the number in {}}.

001. Acid Spit! Riptor	{03}	
002. The Agony of the Feet! 6 Cinder	{05}	
003. Air Box Sabotage!	{11}	
004. Aliens Are People Too!	{02}	
005. America's Favorite! Combo	{02}	
006. Artificial Intelligence! Fulgore	{13}	
007. Assassin!	{01}	
008. Auto-Systems!	{18}	
009. Avalanche Seep! Glacius	{02}	
010. Awesome Combo!	{20}	
011. Awesome Victory!	{23}	
012. B. Orchid!	{03}	
013. B.O.P. Raid!	{06}	'card seems to have only been released with image credit smeared'
014. B.O.P. Revelation!	{07}	
015. B.O.P. Triumphant!	{06}	

016. Bad Press!	{06}
017. Bask!	{07}
018. Bat Attack! Sabrewulf	{15}
019. Baton Crunch! 6 Orchid	{03}
020. Battle Cry!	{19}
021. The Beast Emerges! Sabrewulf	{02}
022. Beta Testing Complete!	{02}
023. Betting Syndicate!	{06}
024. The Big Fall!	{20}
025. Bite of the Werewolf! 6 Sabrewulf	{02}
026. Black Ice! Glacius	{05}
027. Blaster Combo!	{20}
028. Blazing Sun!	{19}
029. Blocked Kick!	{21}
030. Blocked Punch!	{22}
031. Blocked Special!	{22}
032. Blood Bath!	{22}
033. Blood Frenzy! Riptor	{06}
034. Boiling Lava!	{21}
035. Boneshaker! 642 Spinal	{07}
036. Boom Box!	{03}
037. Bribe!	{03}
038. Brutal Combo!	{16}
039. Buuuurp! Riptor	{01}
040. Bzzrack *** {Promo Card}	{01}
041. Camera Slam! Combo	{01}
042. Camera Slam! Sabrewulf	{03}
043. Car Bomb!	{07}
044. Cheerleaders!	{02}
045. Chief Thunder!	{01}
046. Cinder!	{01}
047. Cinder Fights Dirty! Cinder	{04}
048. Cinder Turns Up the Heat! Cinder	{03}
049. Cinder's Escape!	{03}
050. The Claw! 6 Fulgore	{02}
051. Claw Stab! Sabrewulf	{01}
052. Claws of the Tiger!	{18}
053. Clone!	{04}
054. Cold Shoulder! 642 Glacius	{09}
055. Combo Breaker! Cinder	{18}
056. Combo Breaker! Combo	{19}
057. Combo Breaker! Fulgore	{18}
058. Combo Breaker! Glacius	{20}
059. Combo Breaker! Jago	{17}
060. Combo Breaker! Orchid	{16}
061. Combo Breaker! Riptor	{14}
062. Combo Breaker! Sabrewulf	{17}
063. Combo Breaker! Spinal	{20}
064. Combo Breaker! Thunder	{19}
065. Combo King!	{07}

066. The Commish! Combo	{04}	'image credit smeared', and regular
067. Computer Raid!	{08}	
068. Corp Infiltration!	{07}	
069. Corp Penetration!	{12}	
070. Corporate Espionage!	{07}	
071. Corporate Raid!	{01}	
072. The Crowd Goes Wild!	{07}	
073. Crumbling Bridge!	{01}	
074. The Cure!	{02}	
075. Cyberdash! 642 Fulgore	{07}	
076. Cyclone! 6 Combo	{05}	
077. Danger!	{16}	
078. Dash! 642 Cinder	{08}	
079. The Deal!	{01}	
080. Death From Below! Spinal	{03}	
081. The Death of Orchid! Orchid	{12}	
082. Death's A Beach!	{02}	
083. Denizens of Darkness!	{02}	
084. DNA Mutation!	{01}	
085. Dragon Breath! 6 Riptor	{06}	
086. Drive On!	{11}	
087. Dummy Corp!	{01}	
088. Eagle Avenged! Thunder	{09}	
089. Eavesdropper! Orchid	{06}	
090. Eerie Aura!	{08}	
091. Efficiency Expert!	{01}	
092. Elixir of Life!	{19}	
093. Endokuken! 2 Jago	{22}	
094. Even Up!	{11}	
095. Exploitation! Orchid	{16}	
096. Eye of the Tiger!	{08}	
097. Eydol {differant than "Feel the Power! Eyedol"}	{01}	
098. Eyedol Takes a Fall!	{02}	
099. Eyclaser! 6 Fulgore	{05}	
100. Fame and Fortune!	{03}	
101. Famous Last Words!	{21}	
102. Feel the Power! Eyedol *** {Promo Card}	{01}	
103. Fight On!	{18}	
104. Fire and Ice!	{04}	
105. Fire Cat! 642 Orchid	{08}	
106. Fireball! 642 Eyedol *** {Promo Card}	{01}	
107. Fireflash! 642 Cinder	{12}	
108. Firestorm! Cinder	{03}	
109. Flaming Bat! 2 Sabrewulf	{16}	
110. Flaming Venom! 2 Riptor	{16}	
111. Flickering Shadows!	{11}	
112. Flik Flak! 642 Orchid	{10}	
113. Foiled!	{19}	
114. Freeze Out! Glacius	{18}	
115. Frog Morph! Orchid	{01}	

116. Fulgore!	{01}	
117. Full Moon Rage! Sabrewulf	{05}	
118. Gene Thieves! Riptor	{14}	
119. Glacius!	{01}	
120. Glass Jaw!	{20}	
121. Groin Pull!	{06}	
122. Grudge Match!	{05}	
123. Gut Boiler! Fulgore	{03}	
124. Hacker!	{01}	
125. Haymaker! 6 Combo	{02}	
126. Head Cannon! Fulgore	{04}	
127. Heartburn! Riptor	{02}	
128. Heat Stroke!	{01}	
129. Heatfist! 2 Cinder	{12}	
130. Heatsink! 0 Cinder	{07}	
131. Heavy Bag!	{02}	
132. High Block! {Riptor Vs Orchid}		{18}
133. High Block! {Sabrewulf Vs Fulgore}		{20}
134. High Fierce Kick! 4 {Cinder Vs Fulgore}		{12}
135. High Fierce Kick! 4 {Riptor Vs Sabrewulf}		{20}
136. High Fierce Punch! 4 {Glacius Vs Combo}		{19}
137. High Fierce Punch! 4 {Jago Vs Thunder}		{18}
138. High Medium Kick! 2 {Cinder Vs Jago}		{20}
139. High Medium Kick! 2 {Spinal Vs Thunder}		{15}
140. High Medium Punch! 2 {Combo Vs Jago}		{17}
141. High Medium Punch! 2 {Thunder Vs Sabrewulf}		{22}
142. High Quick Kick! 1 {Orchid Vs Combo}		{15}
143. High Quick Kick! 1 {Spinal Vs Riptor}		{16}
144. High Quick Punch! 1 {Fulgore Vs Glacius}		{15}
145. High Quick Punch! 1 {Sabrewulf Vs Cinder}		{21}
146. Holding Corp!	{02}	
147. Home Turf!	{13}	
148. Hostile Takeover!	{03}	
149. Howl! 0 Sabrewulf	{05}	
150. Humiliation! Cinder	{01}	
151. Humiliation! Combo	{02}	
152. Humiliation! Fulgore	{01}	
153. Humiliation! Glacius	{04}	
154. Humiliation! Jago	{01}	
155. Humiliation! Orchid	{04}	
156. Humiliation! Spinal	{02}	
157. Humiliation! Thunder	{02}	
158. Hyper Combo!	{18}	
159. Ice Armor! Glacius	{02}	
160. Ice Injection! Glacius	{01}	
161. Ice Lance! Glacius	{05}	
162. Ice Pool! Glacius	{01}	
163. Ichi-Ni-San! 2 Orchid	{12}	
164. Icy Surface!	{02}	
165. Idea Men!	{01}	

166. Incineration!	{05}	
167. Inferno! 2 Cinder	{16}	
168. Inside Bet!	{02}	
169. Inspiration!	{11}	
170. Jago!	{04}	
171. Jago's Quest! Jago	{11}	
172. Jeering Mob!	{18}	
173. Jump Rake! 642 Riptor	{07}	
174. Jumping Fierce Kick! 4 {Glacius Vs Orchid}		{17}
175. Jumping Fierce Kick! 4 {Jago}		{17}
176. Jumping Fierce Punch! 4 {Cinder Vs Thunder}		{16}
177. Jumping Fierce Punch! 4 {Riptor}		{17}
178. Jumping Fire Breath! 642 Riptor		{06}
179. Jumping Medium Kick! 2 {Cinder}		{18}
180. Jumping Medium Kick! 2 {Jago Vs Cinder}		{15}
181. Jumping Medium Punch! 2 {Sabrewulf Vs Jago}		{18}
182. Jumping Medium Punch! 2 {Thunder Vs Combo}		{18}
183. Jumping Quick Kick! 1 {Orchid Vs Sabrewulf}		{22}
184. Jumping Quick Kick! 1 {Riptor}		{20}
185. Jumping Quick Punch! 1 {Sabrewulf Vs Jago}		{19}
186. Jumping Quick Punch! 1 {Thunder Vs Cinder}		{22}
187. Jumping Retreat! {Fulgore}		{20}
188. Jumping Retreat! {Spinal}		{19}
189. Kamikaze Katanas! Jago		{02}
190. Kick It!		{22}
191. Kidnapped!		{06}
192. Killer Combo!		{14}
193. KILR Highlights!		{02}
194. KILR-TV!		{01}
195. King Combo!		{17}
196. Knee KO! 642 Combo		{07}
197. Lasaken! 2 Orchid		{19}
198. Laser Batons! Orchid		{01}
199. Laser Blade! 6 Jago		{07}
200. Laserstorm! 2 Fulgore		{16}
201. Legions of the Doomed!		{01}
202. Lethal Blow!		{05}
203. Lights Out! 6 Thunder		{03}
204. Liquidize! 4 Glacius		{06}
205. Long Range!		{02}
206. Low Block! {Combo Vs Riptor}		{16}
207. Low Block! {Fulgore Vs Riptor}		{19}
208. Low Fierce Kick! 4 {Fulgore Vs Combo}		{18}
209. Low Fierce Kick! 4 {Thunder Vs Fulgore}		{15}
210. Low Fierce Punch! 4 {Combo Vs Orchid}		{23}
211. Low Fierce Punch! 4 {Jago Vs Fulgore}		{16}
212. Low Medium Kick! 2 {Combo Vs Jago}		{21}
213. Low Medium Kick! 2 {Jago Vs Glacius}		{19}
214. Low Medium Punch! 2 {Orchid Vs Thunder}		{17}
215. Low Medium Punch! 2 {Thunder Vs Spinal}		{19}

216. Low Quick Kick! 1 {Glacius Vs Spinal}	{21}
217. Low Quick Kick! 1 {Glacius Vs Thunder}	{17}
218. Low Quick Punch! 1 {Sabrewulf Vs Glacius}	{35}
219. Lucky Dodge!	{07}
220. The Mangler! Sabrewulf!	{01}
221. The Manual of Arms!	{02}
222. Master Combo!	{17}
223. Meat Cleaver! Spinal	{02}
224. Meat Puppets!	{16}
225. Media Blitz!	{06}
226. Media Hound!	{09}
227. Megag glitch! Fulgore	{07}
228. Meltdown! Cinder	{01}
229. Mercy!	{06}
230. Micro-Fusion Chip! Glacius	{08}
231. Micro-Mimic V2.0! Fulgore	{09}
232. Mirage! 0 Cinder	{07}
233. Mole!	{01}
234. Monster Combo	{21}
235. The Monster Confirmed!	{01}
236. Negotiations are Closed!	{19}
237. Network!	{04}
238. Niguu Giri! 6 Orchid	{07}
239. Out of the Shadows!	{07}
240. Overextended Attack!	{06}
241. Paparazzi!	{10}
242. Paper Pagoda! Jago	{07}
243. Peek-A-Boo! Orchid	{02}
244. Perilous Leap!	{08}
245. Phoenix! 2 Thunder	{17}
246. Plasma-Port! 0 Fulgore	{06}
247. Plasmaslice! 642 Fulgore	{07}
248. Power Devour! 0 Spinal	{07}
249. Power Surge!	{08}
250. Powerline! 4 Combo	{22}
251. PR Manager!	{01}
252. Prometheus Ambulance!	{03}
253. Promoter!	{03}
254. Protest!	{09}
255. Public Sympathy!	{20}
256. Punching Bag! 2 Combo	{07}
257. Ratings Sweep!	{21}
258. Recycle!	{02}
259. Reflect! 0 Fulgore	{06}
260. Reverse Jump Rake! 642 Riptor	{06}
261. Reverse Sabrespin! 4 Sabrewulf	{06}
262. Reverse Triplax! 4 Thunder	{09}
263. Riptor!	{05}
264. Riptor Rage! 642 Riptor	{05}
265. Rise from the Ashes! Thunder	{14}

266. Ritual Of Sammamish! Thunder	{07}
267. Rollercoaster! 4 Combo	{09}
268. Rule the World! *** {Promo Card}	{02}
269. Saboteur!	{02}
270. Sabrecut! 4 Sabrewulf	{07}
271. Sabrepounce! 6 Sabrewulf	{06}
272. Sabreroll! 2 Sabrewulf	{06}
273. Sabrespin! 642 Sabrewulf	{06}
274. Sabrewulf!	{02}
275. Sacrifice!	{04}
276. Sammamish! 642 Thunder	{11}
277. Sandstorm!	{01}
278. Scalp 'Em! Thunder	{01}
279. Scaly Hide! Riptor	{16}
280. Scandal!	{01}
281. The Scent of Fear! Sabrewulf	{06}
282. Scorcher! Cinder	{21}
283. Searing Skull! 2 Spinal	{21}
284. Second Chance!	{08}
285. Second Wind!	{18}
286. Sell-Out!	{06}
287. Shadow CEO!	{02}
288. Shadow Espionage!	{03}
289. Shadow Spies!	{07}
290. Shadow Strike!	{05}
291. Shaky Bridge!	{12}
292. Shield Spike! Spinal	{02}
293. Shockwave! 2 Glacius	{20}
294. Side Bet!	{06}
295. Silencer! Combo	{01}
296. Skele-Slide! 642 Spinal	{10}
297. Skeleport! 0 Spinal	{06}
298. Slippery Surface!	{11}
299. Snow Meld!	{19}
300. Soulsword! 4 Spinal	{06}
301. Spinal!	{03}
302. Spinal: The Movie! Spinal	{07}
303. Spinal's Chilling Cackle! Spinal	{06}
304. Spinfist! 2 Combo	{07}
305. Spirit Hatchets! Thunder	{03}
306. Spirit of the Tiger!	{03}
307. Spirit Slash! Jago	{01}
308. Spoils of Victory!	{07}
309. Stall!	{10}
310. Stomp! 642 Eyedol *** {Promo Card}	{01}
311. Stunned!	{18}
312. Summon Chevy! Jago	{01}
313. Summon Chi! Jago	{18}
314. Super Combo!	{17}
315. Super Gene Pool!	{07}

316. Super Searing Skull! Spinal	{06}	
317. Supernatural Energy!	{19}	
318. Supernova! Cinder	{06}	
319. Supreme Victory!	{22}	
320. Sword of Doom! Spinal	{05}	
321. Sword Sweep! Spinal	{16}	
322. System Shock!	{06}	
323. T.K.O.	{08}	
324. Tail Spike! Riptor	{02}	
325. Tailflip! 642 Riptor	{06}	
326. Talk the Talk! Combo	{18}	
327. Team Up!	{11}	
328. Techno-mage! *** {Promo Card}	{02}	
329. Teleport Device!	{08}	
330. Terminal Velocity!	{01}	
331. Terrible Talons! 6 Riptor	{02}	
332. Thunder Hatchets! Thunder	{02}	
333. Tiebreaker!	{18}	
334. Tiger Fury! 642 Jago	{09}	
335. Tiger's Claws! Jago	{04}	
336. The Tiger's Claws!	{02}	
337. Time Out!	{11}	
338. TJ Combo!	{05}	
339. TJ's Crib!	{23}	
340. TJ's Homeboys! Combo smeared', and regular	{06}	'image credit
341. TJ's Title Restored!	{01}	
342. Tomahawk! 6 Thunder	{10}	
343. Trailblazer! 642 Cinder	{06}	
344. The Trashman Cometh!	{03}	
345. Trial Of The Century!	{05}	
346. Trip!	{20}	
347. Triplax! 642 Thunder	{12}	
348. Triple Combo!	{19}	
349. Turbo Laser! Fulgore	{02}	
350. Ultra Combo!	{16}	
351. Ultratech Raid!	{15}	
352. Ultratech Revealed!	{01}	
353. Vengeance!	{01}	
354. Vid-Screens!	{16}	
355. Vital Blow!	{20}	
356. The Wager	{02}	
357. Wait For It!	{03}	
358. Weak Spot {High Fierce} {Combo Vs Orchid}	{22}	
359. Weak Spot {High Medium} {Sabrewulf Vs Cinder}	{11}	
360. Weak Spot {High Quick} {Sabrewulf Vs Thunder}	{02}	
361. Weak Spot {Jumping Fierce} {Cinder Vs Combo}	{16}	
362. Weak Spot {Jumping Medium} {Thunder Vs Fulgore}	{11}	
363. Weak Spot {Jumping Quick} {Glacius Vs Riptor}	{01}	
364. Weak Spot {Low Fierce} {Jago Vs Spinal}	{12}	



365. Weak Spot {Low Medium} {Cinder Vs Jago}	{14}
366. Weak Spot {Low Quick} {Jago Vs Sabrewulf}	{08}
367. Who!	{08}
368. Wind Kick! Jago	{06}



My  
Collection

Complete  
Set by











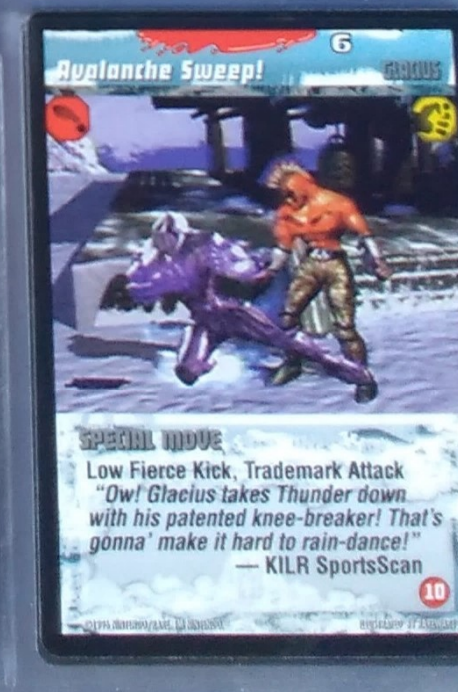
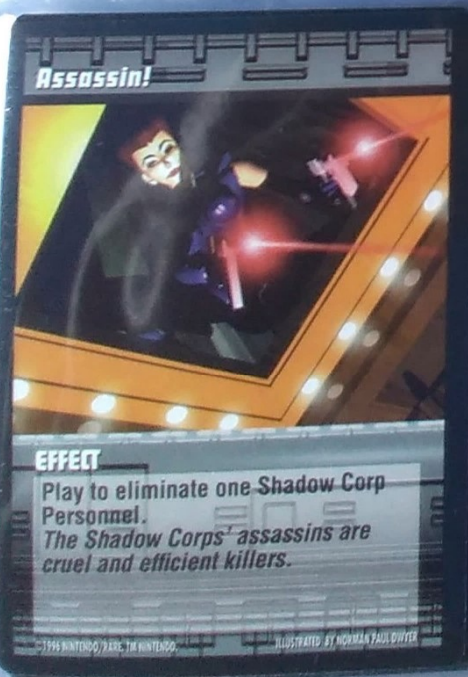
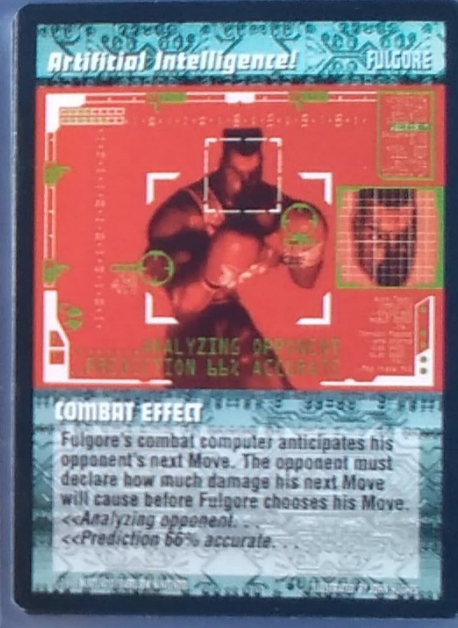
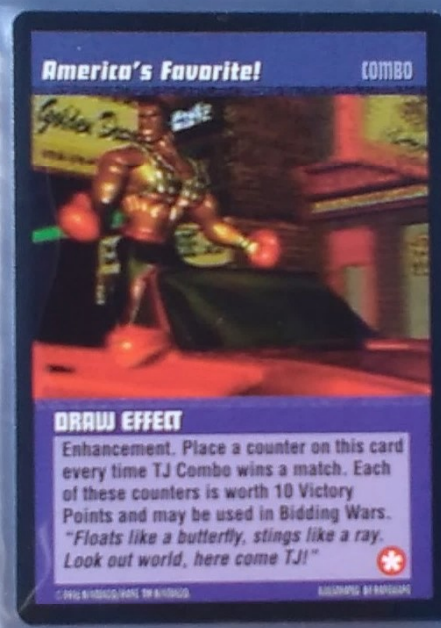
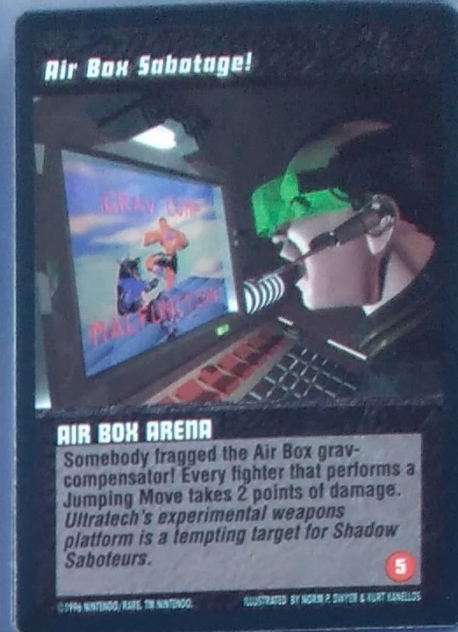














## Awesome Combo!

KILLER



Awesome Combo!

### COMBAT EFFECT

Play into your Trophy Pile immediately after one of your fighters completes a Combo series that caused at least 8 points of damage.

8

## Awesome Victory!

AWESOME VICTORY



### COMBAT EFFECT

Play immediately after a Match in which your opponent has received 14 more points of damage than your fighter. Awesome Victory is placed in your Trophy Pile.

10

## B. Orchid!



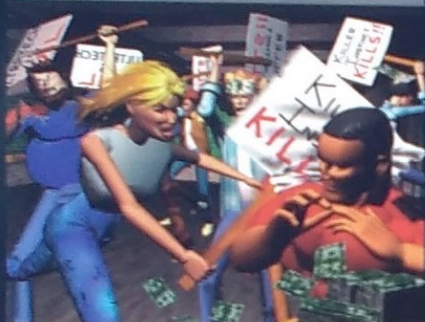
### DRAW EFFECT

Influence  
B. Orchid is a secret agent sent to infiltrate Ultratech's Killer Instinct tournament.

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## B.O.P. Raid!



### END EFFECT

Brotherhood of Peace. If the total of all Victory Points earned this turn is even, all Shadow Corps may add them to their Trophy Piles as normal. If the total is odd, all Victory Points earned during combat are discarded. The Brotherhood's raid on the underground betting syndicate causes massive confusion.

## B.O.P. Revelation!



### PROMOTION EFFECT

Brotherhood of Peace. The B.O.P. uncovers an evil plot that threatens all humanity! Play on any Shadow Corp with a signed Raptor or Fulgore stack. That player must discard a Raptor or Fulgore fighter stack, or his entire hand. The Brotherhood learns some of Killer Instinct's dark secrets the hard way.

## B.O.P. Triumphant!



### PROMOTION EFFECT

Brotherhood of Peace. Tensions mount as the Brotherhood of Peace protests the Killer Instinct competition. Ultratech tones things down by banning all Fierce Moves and Terminal Danger Moves in all Matches this turn. "Stop the bloodshed!"

## Bad Press!



### EFFECT

Play immediately after any fighter is Terminated. The Shadow Corp's fighter that Terminated him must discard at least 10 Victory Points from his Trophy Pile. Fortunately, the memories of the bloodthirsty crowds are short.

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## Bask!



### DESERT ROOFTOP ARENA

Once per Match, Cinder or Raptor may absorb the hot rays of the sun and recover 6 points of damage. The champion stood motionless as the blazing sun worked its magic on his flesh.

5

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## Bot Attack!

SABREWOLF



### COMBAT EFFECT

Sabrewulf's opponents are swarmed by bats and confused! The opponent must play his next Move randomly. The creatures of the night flutter to their master's side.

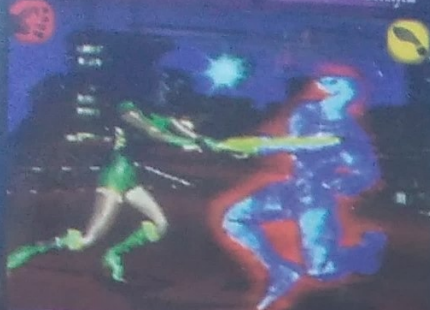
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# Baton Crunch!

ORCHID



## SPECIAL MOVE

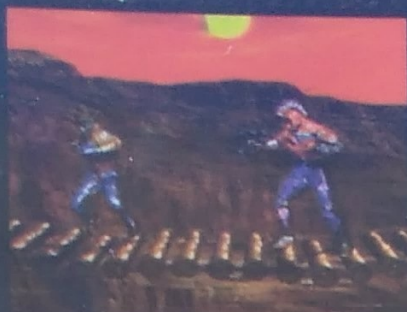
High Fierce Punch, Trademark Attack  
"Cool off, hothead!"

10

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# Battle Cry!



## CHASM ARENA

Once per Match, Chieftain Thunder's battle cry echoes off the chasm walls and unnerves his opponent. The opponent must choose his next Move randomly.  
"Alee!"

5

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# The Beast Emerges!

SABREWULF



## DRAW EFFECT

Enhancement. The feral beast inside Sabrewulf takes over. As long as there are at least 2 Moves remaining in Sabrewulf's stack, he may force his opponent to draw his next Move randomly. If the opponent's Move hits, however, it causes 4 extra points of damage. The wolf-man could control his rage no longer.

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# Beta Testing Complete!



## END EFFECT

The Fulgore series has proven itself in combat. Code Alpha to Omega instructs the cyborg to return to its dark makers. Play to eliminate all Fulgore Influence cards.

<<All systems evaluated.  
<<Code Alpha to Omega activated.  
<<Returning to factory.

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# Betting Syndicate!



## DRAW EFFECT

Resource. Draw one extra card in the Draw Phase if your fighter won a Match in the previous turn.  
The fortunes of the Shadow Corps grow with every victory.

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# The Big Fall!



## COMBAT EFFECT

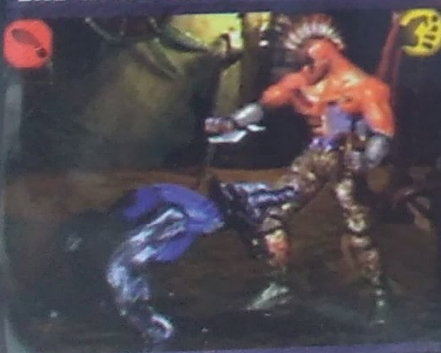
Play when any fighter's last Move is part of a 9 point or higher Combo, and only when fighting in a Rooftop Arena, the Chasm, or the Airbox. The defeated fighter plummets to his death and is Terminated. Place the Big Fall in your Trophy Pile. Being a Killer Instinct champion is a long climb, but an even longer fall.

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# Bite Of The Werewolf!

SABREWULF



## SPECIAL MOVE

Low Fierce Kick, Trademark Attack  
"Uh-oh! Sabrewulf's goin' for Thunder's leg again. I thought they had him neutered?"  
— KILR SportsScan

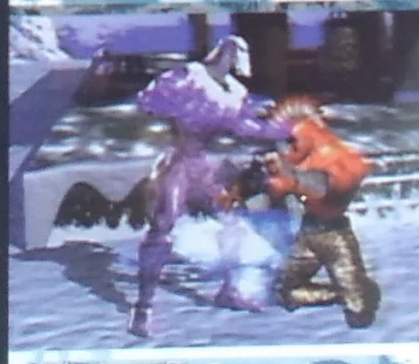
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# Block Ice!

GLACIUS



## COMBAT EFFECT

Glacius creates a near invisible patch of ice on the arena floor. Whenever his opponent plays a Jumping Move or Rush Attack this Sequence, he falls down and his Move is negated. The icy ground was the alien's obedient servant.

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# Blaster Combo!

KILR-10



## COMBAT EFFECT

Play into your Trophy Pile immediately after one of your fighters completes a Combo series that caused at least 9 points of damage.

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## Blazing Sun!



### DESERT ROOFTOP ARENA

All fighters except Cinder take 1 point of damage whenever they perform a Fierce Move.

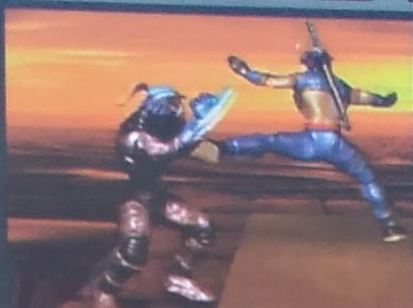
"If you can't take the heat, get outta' my arena!"

5

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## Blocked Kick!



### COMBAT EFFECT

Defensive Move. Play to negate a successful Kick. May not be played if opponent's last Move was part of a successful Combo.

"Where did you learn to kick?"

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## Blocked Punch!



### COMBAT EFFECT

Defensive Move. Play to negate a successful punch. May not be played if opponent's last Move was part of a successful Combo.

"It is far better to block with one's shield than with one's face."

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## Blocked Special!



### COMBAT EFFECT

Defensive Move. Play to negate a successful Special Move. May not be played if opponent's last Move was part of a successful Combo.

"We have all seen that move before."

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## Blood Bath!



### LABORATORY ARENA

Once per Sequence, Riptor may lap up the DNA enhanced juice of the gene pool to rejuvenate 2 points of damage. The blood of his many parents soothes the savage beast.

5

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## Blood Frenzy!

RIPTOR



### COMBAT EFFECT

Play immediately after Riptor is hit by a Move causing 6 or more points of damage. The reptile goes into a blood-frenzy, causing +2 points of damage to all Moves for the rest of the Sequence. Only the smell of his own blood caused the creature more rage.

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## Boiling Lava!



### LAVA BRIDGE ARENA

Whenever either fighter misses with a Jumping Move, the bridge dips into the boiling lava and causes the fighter 2 points of damage. Cinder is immune to this effect. Killer Instinct combatants dread the legendary River of Fire.

5

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## Boneshaker!

SPIRIT



### SPECIAL MOVE

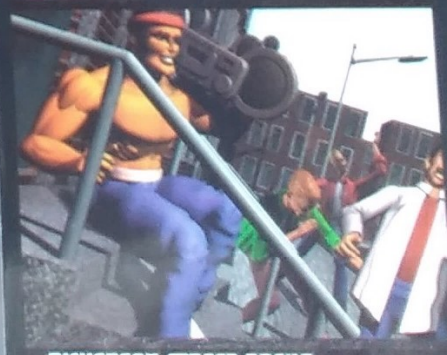
High Declared Ruch Attack, Tiebreaker

Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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## Boom Box!



### DICKERSON STREET ARENA

At the beginning of the Match, the boom boxes play your fighter's theme song. At the beginning of every Sequence, the fans crank up their boom boxes and play the theme song of the fighter who took the most damage last Sequence. While a fighter's theme song plays, they gain a Tiebreaker. Winning a Killer Instinct match calls for 1% perspiration and 99% inspiration.

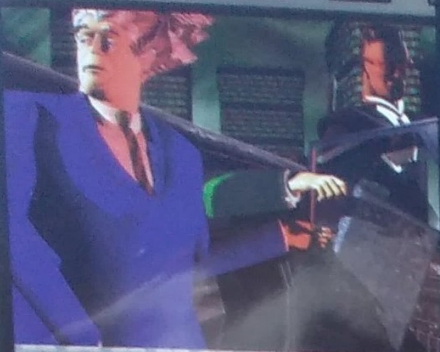
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**Bribe!**



**PROMOTION EFFECT**

Play for 30 bid points in the Promotion Phase. This card may not be used for Victory Points and is never placed in your Trophy Pile.  
*It takes money to make money.*

**Brutal Combo!**

**KILR-TV**



**Brutal Combo!**

**COMBAT EFFECT**

Play into your Trophy Pile immediately after one of your fighters completes a Combo series that caused at least 6 points of damage.

**Buuuurp!**

**RIPTOR**



**DANGER MOVE**

Terminal, Tiebreaker  
*"How rude!"*

— KILR SportsScan

**BZZRAK!**



**NEUTRAL GROUND ARENA**

If the total number of BZZRAKs in play is odd, no effect card may be played during this Combat Phase. Techno-mages are often called upon to insure the fairness — or lack of fairness — of a competition.

**Camera Slam!**

**COMBO**



**SPECIAL MOVE**

Terminal, Tiebreaker  
*"Time for your close-up, baby!"*

**Camera Slam!**

**SABREWOLF**



**DANGER MOVE**

Terminal, Tiebreaker  
*"It's raining Indians!"*

— KILR SportsScan

**Car Bomb!**



**DICKERSON STREET ARENA**

If either fighter plays an Energy Attack that misses but is not negated, a nearby car is hit and explodes. Both fighters suffer 6 points of damage. The warrior's careless attacks finally caught up with him.

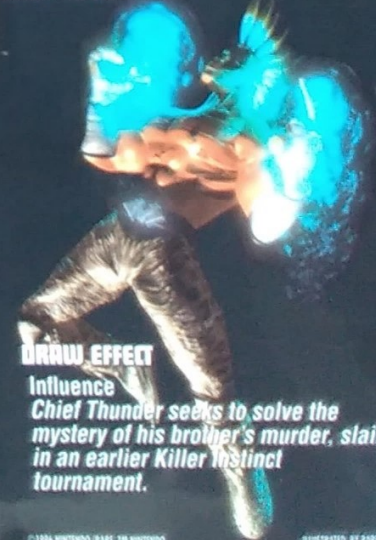
**Cheerleaders!**



**DRAW EFFECT**

Shadow Corp Personnel. As long as Cheerleaders are in play, any opponents your fighters defeat in combat suffer 1 additional Pick.  
*"Two, four, six, eight, who we gonna mutilate?"*

**Chief Thunder!**



**DRAW EFFECT**

Influence  
Chief Thunder seeks to solve the mystery of his brother's murder, slain in an earlier Killer Instinct tournament.



**Cinder!**



**DRAW EFFECT**

**Influence**

Cinder is a convicted criminal, transformed into a being of living fire by secret experiments.

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**Cinder Fights Dirty!**

CINDER



**COMBAT EFFECT**

Enhancement. Cinder's years in the pokey have taught him a few dirty tricks. At the beginning of each Match, hide the name of any Move beneath this card. When this Move is played against him, Cinder may reveal the name to withdraw his Move and play another in it's place.  
"Your shoelace is untied. . ."

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**Cinder Turns Up The Heat!**

CINDER



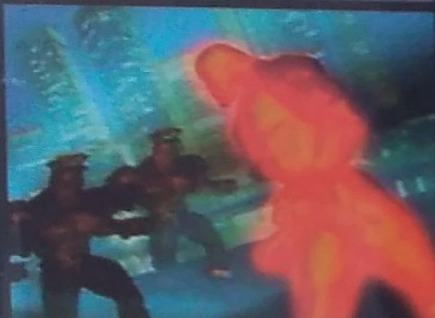
**DRAW EFFECT**

Enhancement. Cinder's altered body is slowly being consumed by the heat. Immediately after hitting an opponent, he may choose to cause 2 extra points of damage and take 1 point of damage himself.  
"Let's turn up the heat!"

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**Cinder's Escape!**



**END EFFECT**

Cinder makes his big escape. Play to eliminate all Cinder-Influence-cards.  
"Too slow, copper!"

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**The Claw!**

6

HAUGORE



**SPECIAL MOVE**

High Fierce Punch, Trademark Attack  
«Electro-blade charged.  
«Charge sufficient to cut through 4 inches of titanium.

10

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**Claw Stab!**

SABREWULF



**DANGER MOVE**

Terminal, Tiebreaker  
"Wow! Sabrewulf didn't even use an oven-mitt!"  
— KILR SportsScan

5

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**Claws of the Tiger!**



**TIGER SHRINE ARENA**

Once per Sequence, the Tiger Spirit grants Jago the ability to do +2 points of damage with 1 successful Special Move.  
"The Tiger never relents!"

5

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**Clone!**



**DRAW EFFECT**

Unique. You may sign a second fighter stack of one warrior already signed to your Shadow Corp.  
Ulrattech's scientific breakthroughs are sometimes stolen by Shadow Corps operatives.

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**Gold Shoulder!**

BAROUS



**SPECIAL MOVE**

High Declared Rush Attack, Tiebreaker  
Declare Damage Hits  
Fierce 6 Red  
Medium 4 Red+1  
Quick 2 Red+2

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**Combo Breaker!**

QUINN

**COMBAT EFFECT**

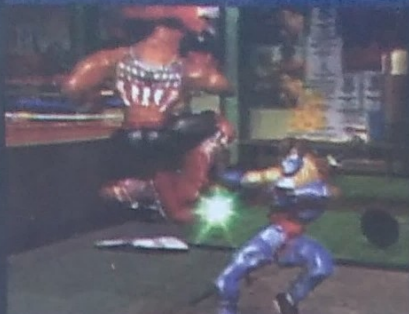
Play to negate the bonus damage of an opponent's Combo. This breaks the Combo series, inflicts 2 points of damage to your opponent, and no Combo cards may be played for Victory Points.

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**Combo Breaker!**

COMBO

**COMBAT EFFECT**

Play to negate the bonus damage of an opponent's Combo. This breaks the Combo series, inflicts 2 points of damage to your opponent, and no Combo cards may be played for Victory Points.

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**Combo Breaker!**

FALGONE

**COMBAT EFFECT**

Play to negate the bonus damage of an opponent's Combo. This breaks the Combo series, inflicts 2 points of damage to your opponent, and no Combo cards may be played for Victory Points.

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**Combo Breaker!**

SCORCH

**COMBAT EFFECT**

Play to negate the bonus damage of an opponent's Combo. This breaks the Combo series, inflicts 2 points of damage to your opponent, and no Combo cards may be played for Victory Points.

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**Combo Breaker!**

JAGO

**COMBAT EFFECT**

Play to negate the bonus damage of an opponent's Combo. This breaks the Combo series, inflicts 2 points of damage to your opponent, and no Combo cards may be played for Victory Points.

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**Combo Breaker!**

ORCHID

**COMBAT EFFECT**

Play to negate the bonus damage of an opponent's Combo. This breaks the Combo series, inflicts 2 points of damage to your opponent, and no Combo cards may be played for Victory Points.

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**Combo Breaker!**

RIPTOR

**COMBAT EFFECT**

Play to negate the bonus damage of an opponent's Combo. This breaks the Combo series, inflicts 2 points of damage to your opponent, and no Combo cards may be played for Victory Points.

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**Combo Breaker!**

SABREWOLF

**COMBAT EFFECT**

Play to negate the bonus damage of an opponent's Combo. This breaks the Combo series, inflicts 2 points of damage to your opponent, and no Combo cards may be played for Victory Points.

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**Combo Breaker!**

SPINAL

**COMBAT EFFECT**

Play to negate the bonus damage of an opponent's Combo. This breaks the Combo series, inflicts 2 points of damage to your opponent, and no Combo cards may be played for Victory Points.

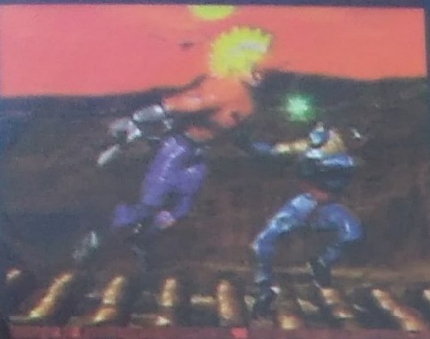
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## Combo Breaker!

THUNDER



### COMBAT EFFECT

Play to negate the bonus damage of an opponent's Combo. This breaks the Combo series, inflicts 2 points of damage to your opponent, and no Combo cards may be played for Victory Points.

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## Combo King!



### COMBAT EFFECT

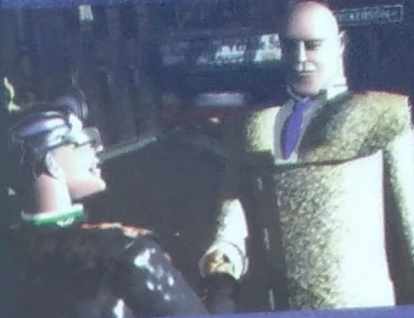
Play to Combo one Move to another, ignoring the Move's Combo symbols. "Have some o' this, and some o' that, and..."

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## The Commish!

COMBO



### DRAW EFFECT

TJ Combo's manager makes a bet with the Boxing Commissioner. If TJ beats the Commissioner's favorite fighter, he'll consider giving TJ his heavyweight title back. Hide the name of any other Killer Instinct fighter beneath this card. If TJ defeats this fighter, place this card in your Trophy Pile. "Take out that bozo and get my belt back? You betcha!"

15

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## Computer Raid!

CORPORATE SECURITY SYSTEM:  
DELETE  
SYSTEM  
FILES?  
...  
Y>N?



### DRAW EFFECT

The target of this card may not place any cards into his fighter stacks this turn. The Shadow Corps must never lower their guard against Ultratech's crack team of net hackers.

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## Corp Infiltration!



### COMBAT EFFECT

Choose one signed opponent fighter stack. Your opponent must reveal all the cards within and discard any exact duplicates. Shadow Corps should rarely place their faith in the talents of a single fighter.

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## Corp Penetration!



### DRAW EFFECT

Your opponent must reveal his hand and discard any duplicate cards. Wise Shadow Corps understand the principle of diversity.

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## Corporate Espionage!



### PRE-GAME EFFECT

Play before a game begins. One opponent must tell you which fighters are in his deck. His deck may not contain Special Moves or Effect cards for any other fighters. You have 2 minutes to add or replace up to 10 cards in your own deck. If this opponent wins the game, they get to keep Corporate Espionage. Knowing which fighters have signed to a rival Shadow Corps is a great advantage.

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## Corporate Raid!



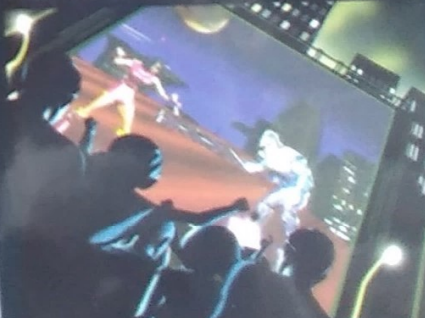
### EFFECT

Look through one opponent's hand and choose up to three cards. You may play these cards immediately or discard them. All cards played this way are placed in the owner's discard pile at the end of the turn. Fortunately for Ultratech, the Shadow Corps often destroy one another.

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## The Crowd Goes Wild!



### SKYSCRAPER ROOFTOP ARENA

B. Orchid's and Glacius's opponent may not play Humiliation Danger Moves this Match. Orchid's athletic beauty was only enhanced by Ultratech's mega-vid-screen. Glacius only looked more deadly and alien than ever.

5

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## Crumbling Bridge!



### CHASM ARENA

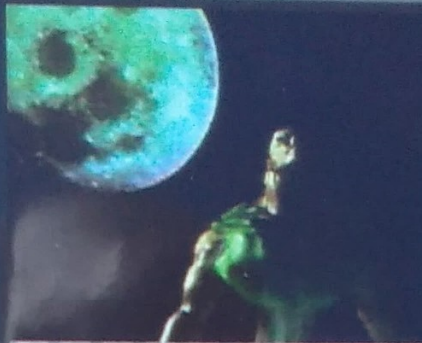
If both opponents Jump during the same Move, the bridge collapses, Terminating both fighters.  
The warriors realize their error too late.

10

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## The Cure!



### END EFFECT

Sabrewulf discovers the cure for his lycanthropy and exits the tournament.  
Play to eliminate all Sabrewulf Influence cards.

"I am a man once more!"

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## Cyberdash!

6 4 2

FALCONE



### SPECIAL MOVE

Low Declared Rush Attack, Tiebreaker

Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

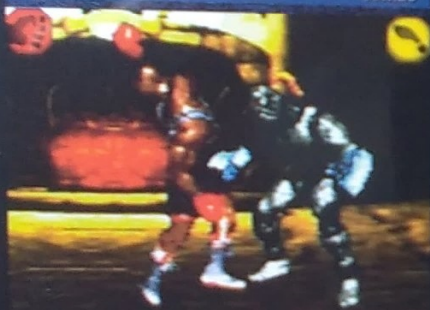
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## Cyclone!

6

COMBO



### SPECIAL MOVE

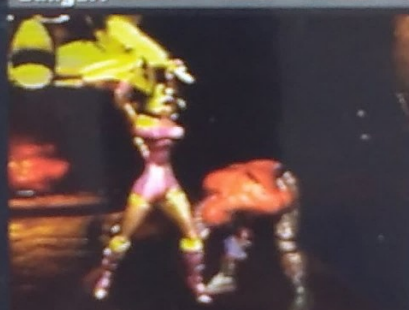
High Fierce Punch

"Wind 'em up, and knock 'em down!"

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## Danger!



### COMBAT EFFECT

Play immediately after one of your fighters completes a Combo series that caused at least 12 points of damage. You may play a Free Move, including Danger Moves if your opponent is within 4 points of being defeated.  
Few warriors survive a flurry of such magnitude.

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## Dash!

6 4 2

ANDER



### SPECIAL MOVE

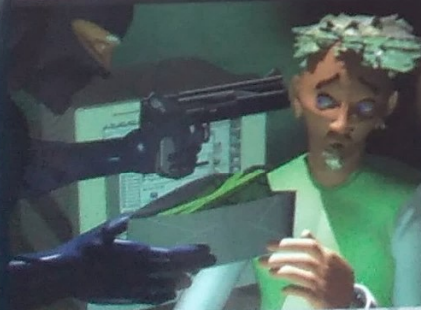
High Declared Rush Attack, Tiebreaker

Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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## The Deal!



### DRAW EFFECT

Play this card to steal any other Shadow Corp's Personnel. The card now works for you, but must be returned if it is discarded or at the end of the game. You must discard at least 5 Victory Points from your Trophy Pile or The Deal is canceled.  
It was an offer he couldn't refuse.

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## Death From Below!

SPINAL



### DANGER MOVE

Terminal, Tiebreaker

"Looks like Spinal decided to dig up a few friends!"

— KILR SportsScan

10

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## The Death Of Orchid!

ORCHID



### COMBAT EFFECT

Play this card immediately after B. Orchid is Terminated. B. Orchid suffers two additional Picks instead, and this card is placed in your Trophy Pile.

Using an ancient formula known only to the ninja, B. Orchid takes her own death to infiltrate Ultratech's corporate headquarters.

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## Death's A Beach!



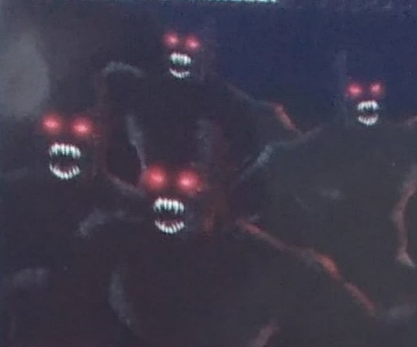
### END EFFECT

Spinal tires of combat and heads for the beach. Play to eliminate all Spinal Influence cards. It was good to relax after a millennium of death and destruction.

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## Denizens of Darkness!



### CASTLE SABREWOLF ARENA

Once per Match, each player may maneuver his opponent into the grasp of the horrific creatures dwelling in Castle Sabrewulf. You decide if the Denizens cause the opponent's Move to miss or deal 4 points of damage. Not even Count von Sabrewulf knows what lurks in his dark dungeon.

10

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## DNA Mutation!



### LABORATORY ARENA

The DNA blood bath causes a mutation! At the beginning of the Match, both fighters may choose one card from their opponent's stack and use it as their own for the duration of the Match. This causes the fighter 2 points of damage, however. No one can be sure what organisms grow in the putrid pool of Riptor's birth.

10

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## 6 Dragon Breath!

RIPTOR



### SPECIAL MOVE

High Fierce Energy Attack  
"Jeepers! Riptor needs a major breath mint!"

— KILR SportScan

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## Drive On!



### COMBAT EFFECT

Play to negate a Combo Breaker and inflict 4 points of damage to the fighter that played a Combo Breaker. No pain, no gain.

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## Dummy Corp!



### EFFECT

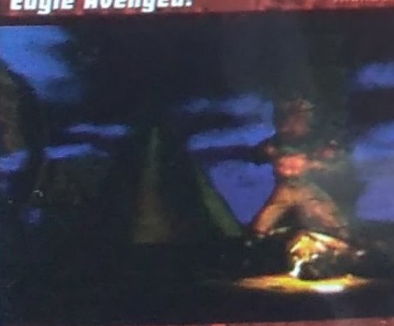
Play to prevent all Picks or discards caused by one opponent's effect card, whether from your hand or from one of your fighter stacks. The Shadow Corps have many fronts to protect them from Ultratech's agents.

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## Eagle Avenged!

THUNDER



### END EFFECT

Enhancement. Hide the name of any other Kiffer Instinct fighter beneath this card. If Chief Thunder defeats this fighter, place this card in your Trophy Pile. Chief Thunder discovers his brother's death was caused by one of his fellow combatants. Now the fight is personal.

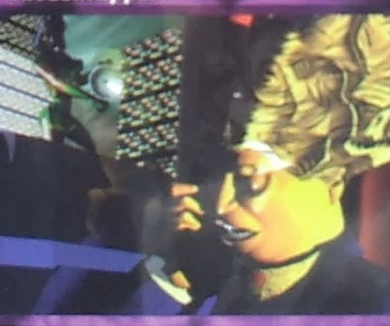
20

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## Eavesdropper!

ORCHID



### PROMOTION EFFECT

B. Orchid's electronic surveillance detects the plans of a rival Shadow Corp. She may choose her opponent and Arena this turn, or to not fight at all. "I will choose my own fights, thank you."

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## Eerie Aura!



### JUNGLE ROOFTOP ARENA

Once per Match, Spinal or Sabrewulf may cause one opponent's Move to be negated. This effect must be used before Moves are revealed. A chill ran down the spines of all those who witnessed the monster's true evil.

5

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## Efficiency Expert!



### DRAW EFFECT

Shadow Corp Personnel. As long as the Efficiency Expert remains in play, you may draw an additional card in the Draw Phase. "Our champion's performance is down .00341%. He'll have to train an additional 17.5 minutes a day to regain his edge."

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## Elixir of Life!



### CASTLE SABREWOLF ARENA

Once per Sequence, Sabrewulf may drink from the magical Elixir of Life to restore 2 points of damage. The blood of his victims heals the werewolf's wounds.

5

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## Endokuken!

2

JAGO



### SPECIAL MOVE

High Medium Energy Attack, Tiebreaker "Endokuken!"

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## Even Up!



### PROMOTION EFFECT

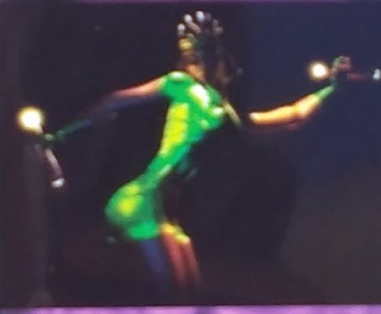
Play to make your opponent reduce the number of Moves in one signed fighter stack to the number in one of your signed fighter stacks. Each player may choose which of his stacks is affected. Ultratech believes an even match makes for higher ratings.

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## Exploitation!

ORCHID



### COMBAT EFFECT

B. Orchid uses her feminine guile to bewilder her opponent. The opponent must immediately discard a Move of his choice from his remaining stack. B. Orchid is immune to this effect. "See anything you like, handsome? How about this... HIYAH!"

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## Eye Of The Tiger!



### TIGER SHRINE ARENA

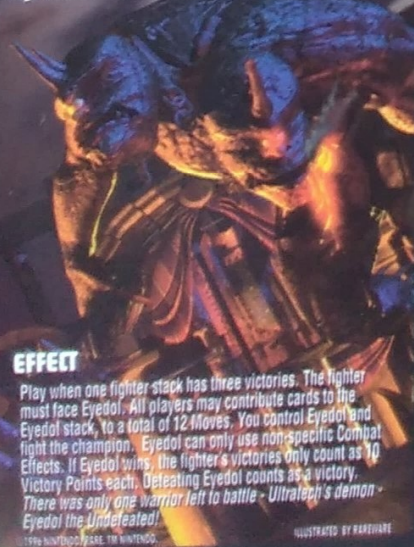
The Eye of the Tiger looks deep into those who oppose Chief Thunder or Jago. Once per Match, Chief Thunder or Jago may force their opponent to reveal his next Move before choosing their own. The Tiger Spirit rewards those who are one with nature.

5

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## Eyedol!



### EFFECT

Play when one fighter stack has three victories. The fighter must face Eyedol. All players may contribute cards to the Eyedol stack, to a total of 12 Moves. You control Eyedol and fight the champion. Eyedol can only use non-specific Combat Effects. If Eyedol wins, the fighter's victories only count as 10 Victory Points each. Defeating Eyedol counts as a victory. There was only one warrior left to battle - Ultratech's demon - Eyedol the Undefeated!

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## Eyedol Takes A Fall!



### COMBAT EFFECT

Unique. Play to cause 6 points of damage when opposed by Eyedol. The demon was nearly invincible. Nearly.

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## Eyeforsert

6

FALCONE



### SPECIAL MOVE

High Force Energy Attack  
 <<Top-secret optical module charged...  
 <<Activating...>>

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### Fame and Fortune!



#### DRAW EFFECT

Unique. Draw an extra card for every fighter currently signed to your Shadow Corp. A Shadow Corp's success is often measured by the champions it employs. And with success comes the financial strength to undermine Ultratech.

### Famous Last Words!



#### COMBAT EFFECT

Recite a cool and appropriate line immediately after defeating an opponent for an additional Pick. "Yeah, eat it!"

### Feel the Power!

EYEDOL



#### EFFECT

Non-exclusive Influence. This card may be used to make a starting fighter stack of 7 Basic Moves. All Basic Moves played by Eyedol count as Special Moves. Instead of their normal base damage, Quick Moves deal 2 points, Medium Moves deal 4 points and Fierce Moves deal 6 points of damage.

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### Fight On!



#### COMBAT EFFECT

Play to heal 2 points of damage. The champion summons his last ounce of his will — and fights on!

### Fire And Ice!



#### PROMOTION EFFECT

Play whenever Cinder and Glaciur fight. The loser is Terminated. Fire and ice never mix.

### Fire Cat!

6 4 2 ORCHID



#### SPECIAL MOVE

Low Declared Punch

Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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### Fireball!

6 4 2

EYEDOL



#### SPECIAL MOVE

High Declared Energy Attack, Tiebreaker

Declare Damage Bloodline

Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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### Fireflash!

6 4 2

CINDER



#### SPECIAL MOVE

Low Declared Kick

Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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### Firestorm!

CINDER



#### DANGER MOVE

Terminal Tiebreaker  
"Basted and wasted!"

5

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## Flaming Bat!

2

SABREWULF



### SPECIAL MOVE

High Medium Energy Attack, Tiebreaker  
"Sabrewulf's got bats in his belfry!  
Big fiery bats!"

— KILR SportScan

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## Flaming Venom!

2

RIPTOR



### SPECIAL MOVE

High Medium Energy Attack, Tiebreaker  
"Holy Halitosis, fight-fans! did you  
see what Riptor just coughed up?"

— KILR SportScan

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## Flickering Shadows!



### CASTLE SABREWULF ARENA

Spinal or Sabrewulf may take into the  
flickering shadows of Castle Sabrewulf once  
per Match, negating the damage of one  
successful hit without breaking their  
opponent's Combo series.  
The castle had an oppressive gloom that  
suited the supernatural fiends well.

5

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## Flik Flak!

6 4 2

ORCHID



### SPECIAL MOVE

High Declared Kick.

Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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## Foiled!



### COMBAT EFFECT

Negate the effects of one opponent's  
Shadow Corp Personnel and  
Resources for an entire turn.  
The Shadow Executives believe they  
are untouchable. Ultratech has often  
proved otherwise.

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## Freeze Out!

COMBO



### COMBAT EFFECT

Glaciuz' opponents are slowed by his  
frigid aura. Glaciuz gains an extra  
Tiebreaker.  
The alien's very presence chills his  
opponents to the marrow.

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## Frog Morph!

ORCHID



### DANGER MOVE

Terminal, Tiebreaker  
"How'd she do that?"

— KILR SportsScan

5

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## Fulgore!



### DRAW EFFECT

Influence

Fulgore is a prototype combat robot,  
entered into the Killer Instinct  
tournament to test its mettle in battle.

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## Full Moon Rage!

SABREWULF



### DRAW EFFECT

Enhancement. The moon is full every other  
turn, starting this turn. When the moon is full,  
all of Sabrewulf's hits are +1 damage. When  
the moon is waning, all his hits are -1 damage.  
When the full moon rises, Count von  
Sabrewulf is consumed by the beast within.

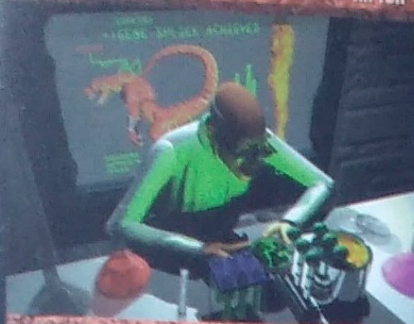
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# Gene Thieves!

RIPTOR



## DRAW EFFECT

Enhancement. Hide the name of any other Killer Instinct fighter beneath this card. If Riptor defeats this fighter, he may play Special Moves for that fighter as if they were his own. These Moves are not furnished by your opponent. Blood spilled in the Killer Instinct arenas serves a sinister purpose for Riptor's demented creators.

5

# Gladius!

## DRAW EFFECT

Influence  
*Gladius is an alien being captured and forced to fight in the Killer Instinct tournament.*



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# Glass Jaw!

## COMBAT EFFECT

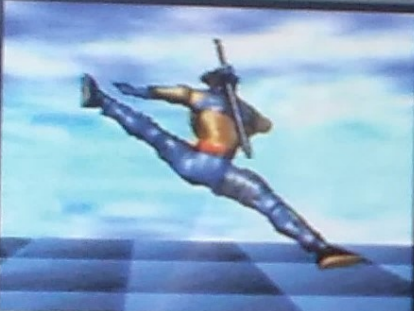
Play to add +1 point of damage to any successful Punch.  
*"Lights out, chrome-dome!"*



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# Grain Pull!



## COMBAT EFFECT

Play after opponent fighter misses with a Fierce Kick to cause that fighter 2 points of damage.  
*Ow.*

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# Grudge Match!



## PROMOTION EFFECT

Play before a Match between two fighters that have already fought a previous Match. Both fighters take an additional 14 points of damage before being defeated.  
*This time it's personal.*

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# Gut Boiler!

FULCONE



## DANGER MOVE

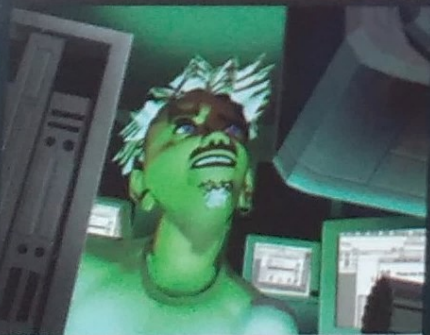
Terminal, Tiebreaker  
«Analysis indicates alien's hydration content high...»  
«Eye-laser 97% likely to cause extreme evaporation...»

5

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# Hacker!



## DRAW EFFECT

Shadow Corp Personnel. As long as the Hacker remains in play, one opponent, chosen by you each turn, must show you one of the cards they draw in the Draw Phase.  
*"I'm in! Now let's see what they got..."*

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# Haymaker!

6

COMBO



## SPECIAL MOVE

High Fierce Punch, Trademark Attack  
*"This is my trademark, punk!"*

10

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# Head Cannon!

FULCONE



## DANGER MOVE

Terminal, Tiebreaker  
«Activate HK-4000 "Head Cannon"»

5

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## Heartburn!

RIPTOR



### COMBAT EFFECT

Enhancement. Raptor's deadly acid grows stronger! All his Energy attacks cause 4 extra points of damage. The beast could feel its insides changing — and screamed in pain and rage.

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## Heat Stroke!



### LAVA BRIDGE ARENA

Fighters take 1 point of damage for each Move card they play in a Combo. Cinder is immune to this effect, but Gladius takes 2 points of damage for each card played in a Combo. Even the tumes from the River of Fire can broil a warrior alive.

10

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## Heatlist!

2

CINDER



### SPECIAL MOVE

High Quick Energy Attack

"This one'll burn your eyes out, Chief!"

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## Heatsink!

0

CINDER



### SPECIAL MOVE

High Medium Defensive Move. Cinder's invisibility gives all his moves an extra Tiebreaker until the end of the Match. Heatsink remains in play until Cinder is hit. At the end of the Sequence, place Heatsink to the side. When Cinder is hit or when the Match ends, put Heatsink back in his fighter stack.

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## Heavy Bag!



### GYM ARENA

Once per Match, each fighter may duck behind the gym's heavy bag, negating the damage from both Moves and ending any Combo series. This effect may be used after Moves are revealed. The best fighters use the arenas to their maximum advantage.

10

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## High Block!



### BASIC MOVE

Defensive Move. Can only be hit by Low Moves and Rush Attacks. Negates Energy attacks. May not be played if opponent's last Move was part of a successful Combo.

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## High Block!



### BASIC MOVE

Defensive Move. Can only be hit by Low Moves and Rush Attacks. Negates Energy attacks. May not be played if opponent's last Move was part of a successful Combo.

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## High Fierce Kick!

4



### BASIC MOVE

"That ought to overheat some circuits!"

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## High Fierce Kick!

4



### BASIC MOVE

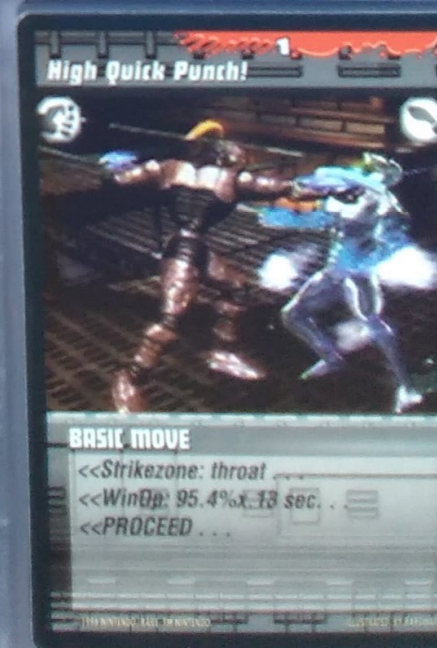
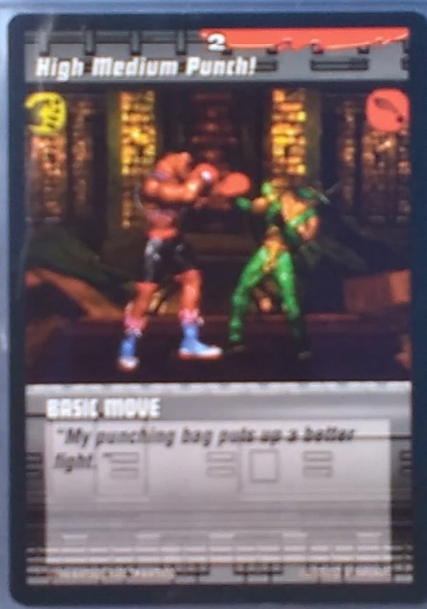
"Raptor goes for the throat!"

— KILR SportScan

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## High Quick Punch!



### BASIC MOVE

"Ow! I hope you burned your tongue, ya mutt!"

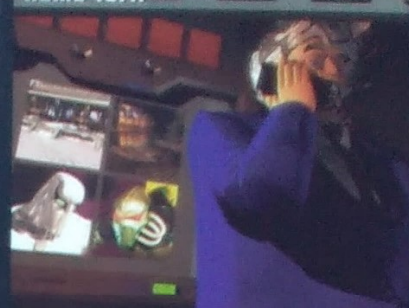
## Holding Corp!



### DRAW EFFECT

Resource. While this card is in play, the size of your hand is unlimited. Discard the Holding Corp whenever one of your fighters suffers is Terminated. The Shadow Corps often maintain an extensive network of holding companies, each one worth a small fortune on its own. They are valuable allies, though their loyalties are fickle at best.

## Home Turf!



### PROMOTION EFFECT

Play at the beginning of the Promotion Phase to choose the Arena of a single Match.  
"I could care less if your boy can't take the heat. It's our turn to pick the turf, buster."

## Hostile Takeover!



### PROMOTION EFFECT

Your Shadow Corp "rents" a rival's fighter. Discard at least 20 Victory Points from your Trophy Pile to use any one of your opponent's fighter stacks as your own. Return the fighter at the end of the Combat Phase.  
"I'm working for who?"

## Howl!

SABREWOLF



### SPECIAL MOVE

High Fierce Move. If Sabrewolf is not hit during this Move, all his attacks for the rest of the Sequence are +2 damage.

## Humiliation!

CHICKEN



### DANGER MOVE

Humiliation, Tiebreaker  
-<<"Funky Chicken" maneuver activated...>>

## Humiliation!

COMBO



### SPECIAL MOVE

Humiliation, Tiebreaker  
"Get down, mamma!"

## Humiliation!

FULLCODE



### DANGER MOVE

Humiliation, Tiebreaker  
-<<Initiate "synaptic static".>>  
-<<Adjust for alien body composition...>>

## Humiliation!

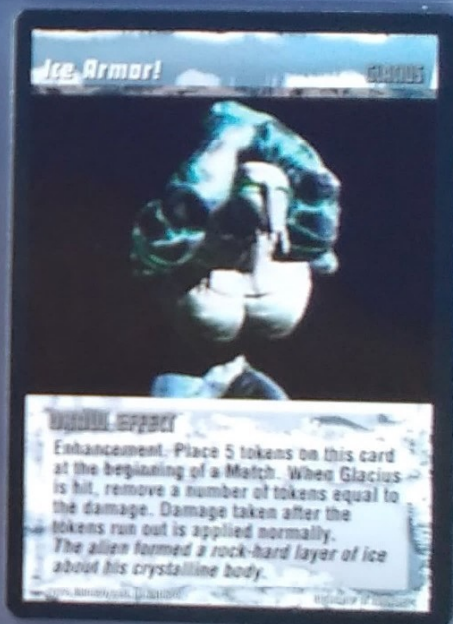
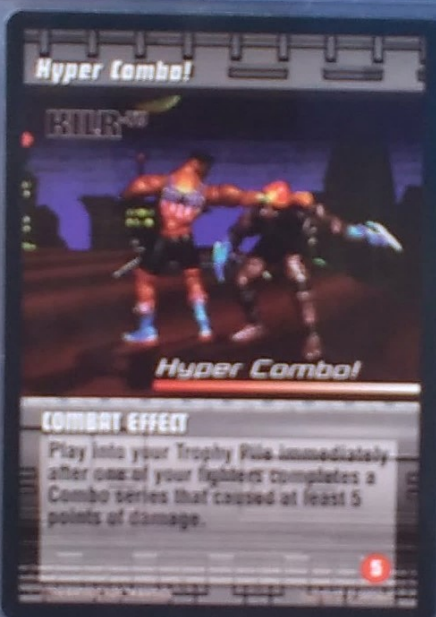
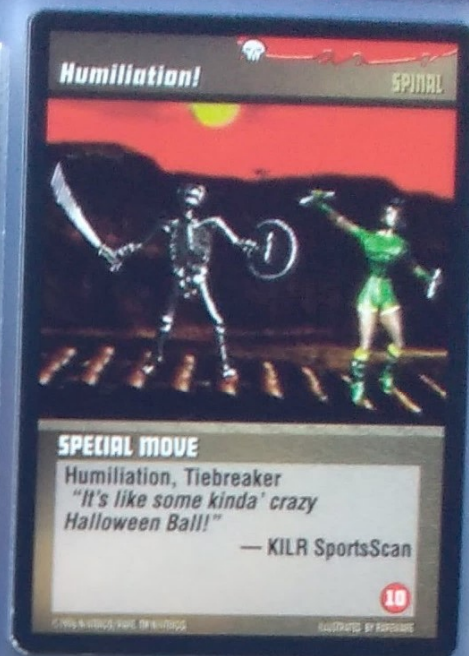
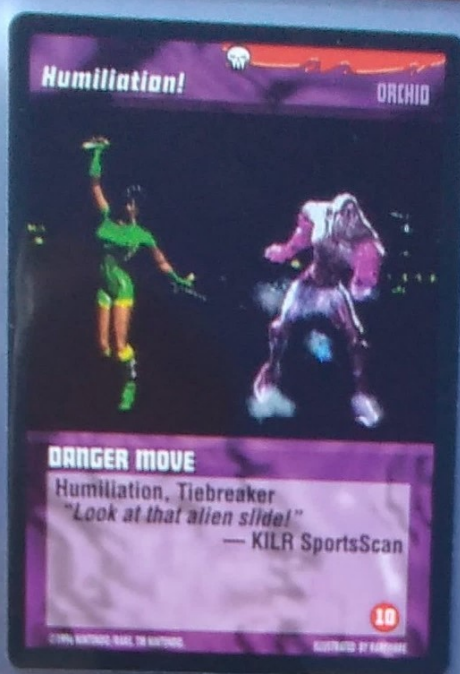
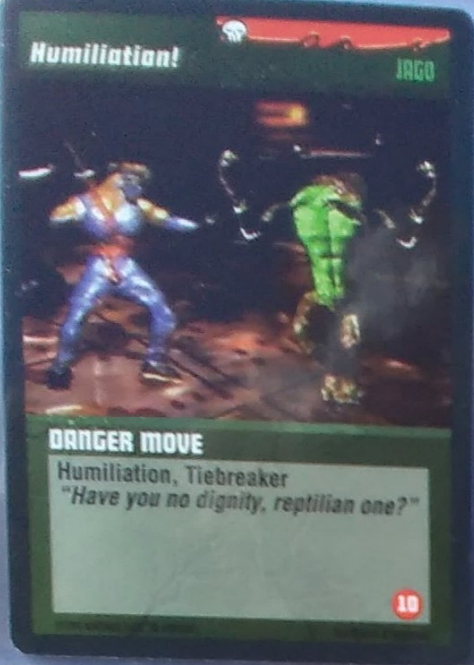
GRABBER



### DANGER MOVE

Humiliation, Tiebreaker  
"That werewolf sure can boogie!"  
— KILR SportsScan



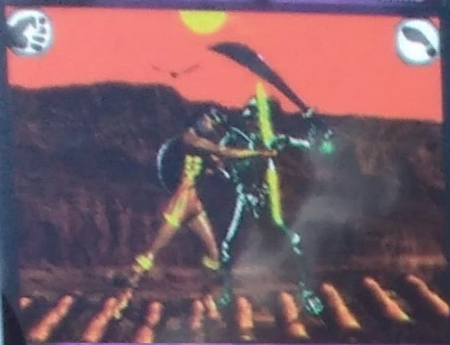




Ichi-Ni-San!

2

ORCHID



### SPECIAL MOVE

High Quick Punch

"B. Orchid is beautiful, but deadly!"  
— KILR SportScan

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Icy Surface!



### ICE SHRINE ARENA

No fighter except Glacius may play a Fierce Kick.  
Even the sure-footed are wary on the slick ice.

10

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Idea Men!



### DRAW EFFECT

The Shadow Staff has an idea! Play to recover any three Effect cards from your Discard Pile, but only if you have at least two Shadow Personnel in play.  
"If they fell for it once, they'll fall for it again."

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Incineration!



### FACTORY ARENA

Any fighter hit by a Fierce Kick as part of a Combo is knocked into the Factory's smelter and incinerated (Terminated). Cinder is merely defeated, not killed.  
Some say the factory that gave birth to the Fulgore series was constructed in Hell itself.

10

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Inferno!

2



### SPECIAL MOVE

High Medium Energy Attack, Tiebreaker  
"Inferno!"

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Inside Bet!



### PROMOTION EFFECT

Ultratech agents leak a suspected Shadow Corp's bid. Play to find out any one player's bid during the Promotion Phase before you make your own bid.  
Ultratech knows to keep the Shadow Corporations divided - else they might unite against it.

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Inspiration!



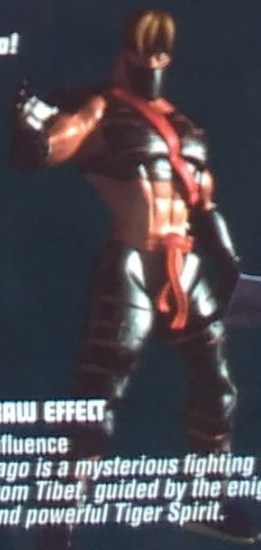
### COMBAT EFFECT

Play to negate any effect card immediately after it is played.  
The cheering crowd helped the warrior overcome his mistfortune.

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Jago!



### DRAW EFFECT

Influence

Jago is a mysterious fighting monk from Tibet, guided by the enigmatic and powerful Tiger Spirit.

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Jago's Quest!

JAGO



### COMBAT EFFECT

Enhancement. Play immediately after Jago defeats Fulgore, Raptor or Cinder. The Spirit of the Tiger rewards the monk by increasing the damage of all his Special Moves by 1. Jago's Quest is discarded if Jago is later defeated by one of these evil fighters. The Tiger Spirit grants Jago a vision of what will happen should evil triumph.

5

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# Jeering Mob!



## DICKERSON STREET ARENA

A mob of jeering, cheering spectators fills the street, eager for blood.

10

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# 6 4 2 Jump Raket!

RIPTOR



## SPECIAL MOVE

Jumping Declared Kick  
Declare Damage Hits  
Fierce 6 Green  
Medium 4 Green+1  
Quick 2 Green+2

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# 4 Jumping Fierce Kick!



## BASIC MOVE

"Yowza! Glacius comes in from behind with a devastating kick!"  
— KILR SportScan

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# 4 Jumping Fierce Kick!



## BASIC MOVE

"Jago has the grace of an antelope and the fury of a tiger."  
— KILR SportScan

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ILLUSTRATED BY KIRKMAN

# 4 Jumping Fierce Punch!



## BASIC MOVE

"Get some!"

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ILLUSTRATED BY KIRKMAN

# 4 Jumping Fierce Punch!



## BASIC MOVE

"Say, that move reminds me of an old Godzilla movie."  
— KILR SportScan

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ILLUSTRATED BY KIRKMAN

# 2 Jumping Medium Kick!



## BASIC MOVE

"I call this move the 'Comet!'"

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# 6 4 2 Jumping Fire Breath!

RIPTOR



## SPECIAL MOVE

Jumping Declared Energy Attack, Tiebreaker  
Declare Damage Hits  
Fierce 6 Green  
Medium 4 Green+1  
Quick 2 Green+2

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ILLUSTRATED BY KIRKMAN

# 2 Jumping Medium Kick!



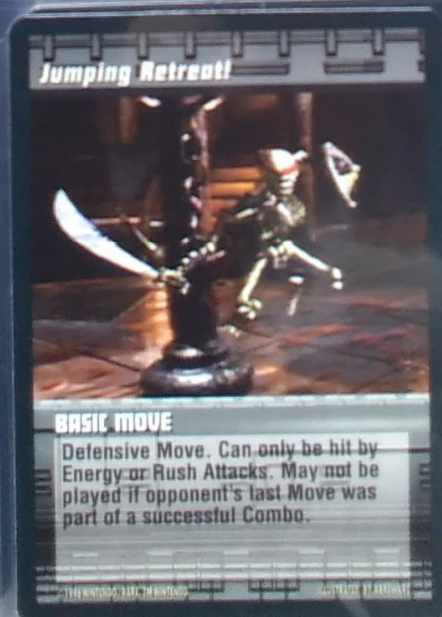
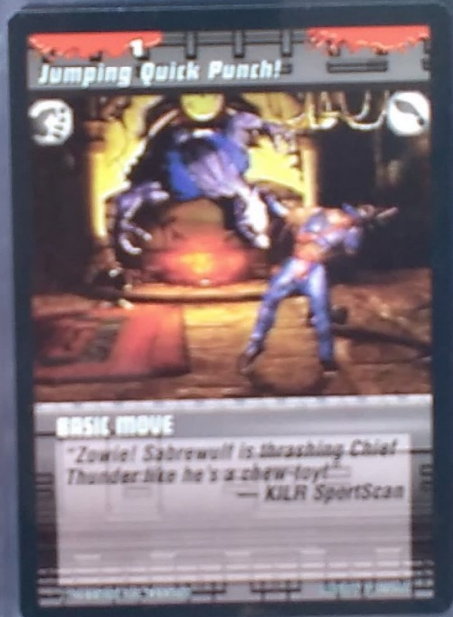
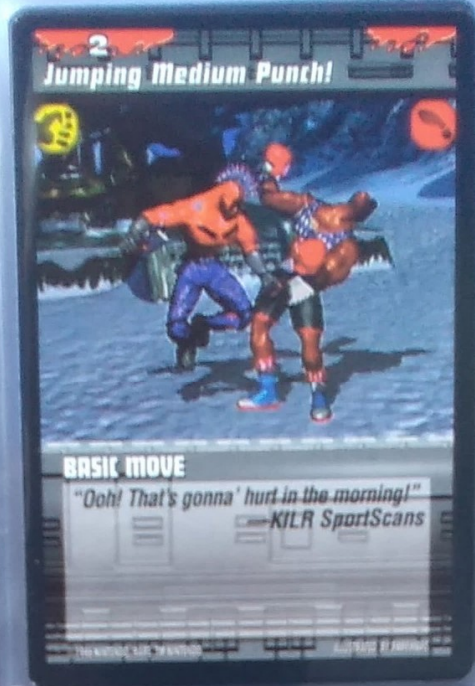
## BASIC MOVE

"Only one can survive!"

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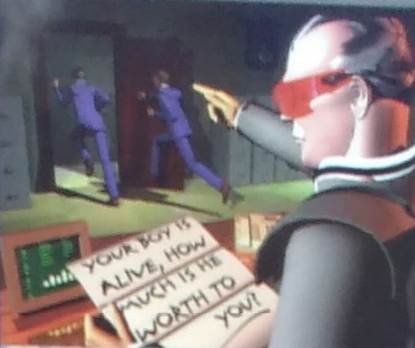
# Kick It!



## COMBAT EFFECT

Play to add +1 point of damage to any successful Kick.  
Few could even survive such a blow.

# Kidnapped!



## DRAW EFFECT

Play to unsign an opponent's fighter stack for the rest of this turn. You must unsign one of your fighter stacks as well to play this card. Their champion kidnapped, the Shadow Corp was forced to take a captive of their own.

# Killer Combo!

KILLR-TV



Killer Combo!

## COMBAT EFFECT

Play into your Trophy Pile immediately after one of your fighters completes a Combo series that caused at least 16 points of damage. If the damage from a Killer Combo ends the Match, the defeated fighter is Terminated.

20

# KILLR Highlights!



## SKYSCRAPER ROOFTOP ARENA

The loser of this fight must remove at least 10 Victory Points from his Trophy Pile. If they have less than 10, they must discard the entire pile. Killer Instinct warriors dread KILLR's weekend highlights episode.

10

# KILLR-TV!



## DRAW EFFECT

Resource. KILLR-TV is on your side. While it remains so, you may ignore any cards which call for you to remove Victory Points from your Trophy Pile. KILLR-TV loses interest in your Shadow Corp and is discarded whenever one of your fighters is Terminated. The Shadow Corp holds the most powerful network in its pocket. For a while at least.

# King Combo!

KILLR-TV



King Combo!

## COMBAT EFFECT

Play into your Trophy Pile immediately after one of your fighters completes a Combo series that caused at least 11 points of damage.

15

6 4 2

# Knee KO!

COMBO



## SPECIAL MOVE

Jumping	Declared	Kick
Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

# Lasaken!

2

ORCHID



## SPECIAL MOVE

High Medium Energy Attack, Tiebreaker  
"Lasaken!"

# Laser Buttons!

ORCHID



## DRAW EFFECT

Enhancement. B. Orchid's Niguu Girl and Lasaken attacks cause 3 extra points of damage.  
"Ooh! New toys!"



# 6 Laser Blade!

JAGO



## SPECIAL MOVE

### High Fierce Punch

"Criminy! Jago just opened Fulgore up like a can of sardines!"

— KILR SportScan

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# 2 Laserstorm!

FULGORE



## SPECIAL MOVE

### High Medium Energy Attack, Tiebreaker

<<Laser power: max. . .

<<WinOp 93.4% x .007 sec

<<Initiate 'Laserstorm' . . .

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# 2 Legions Of The Doomed!



## JUNGLE ROOFTOP ARENA

The spirits of the dead arise! Both fighters must spend their first and last Move tending off the undead horde. The mad fiends crawled from their loathsome tomb, angry at those who had disturbed their long rest.

10

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ILLUSTRATED BY JAMES

# Lethal Blow!



## COMBAT EFFECT

Play to add +2 damage to any successful hit.

"Next time I will tear out your heart."

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# 6 Lights Out!

THUNDER



## SPECIAL MOVE

### High Fierce Punch, Trademark Attack

"I will send you back to the great beyond with honor, wanderer!"

10

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# Liquidize!

4

GORGON



## SPECIAL MOVE

Low Medium Kick, Teleport Attack, Tiebreaker

"Whoa! Neat!"

— KILR SportScan

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# Long Range!



## COMBAT EFFECT

Play when both fighters in a combat have played an Energy and/or Rush Attack. Your Move hits and your opponent's is negated.

Both warriors unleash a scorching surge of energy, but aim overcomes haste.

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# Low Block!



## BASIC MOVE

Defensive Move. Can only be hit by Jumping Moves and Rush Attacks. Negates Energy Attacks. May not be played if opponent's last Move was part of a successful Combo.

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# Low Block!



## BASIC MOVE

Defensive Move. Can only be hit by Jumping Moves and Rush Attacks. Negates Energy Attacks. May not be played if opponent's last Move was part of a successful Combo.

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# Low Fierce Kick!

4



## BASIC MOVE

<<Analysis indicates 42.5% likely to knock down opponent. . .

# Low Fierce Kick!

4



## BASIC MOVE

"On your knees, abomination!"

# Low Fierce Punch!

4



## BASIC MOVE

"Momma said never hit a lady. Good thing you ain't no lady!"

# Low Fierce Punch!

4



## BASIC MOVE

"Have you a soul, monster?"

# Low Medium Kick!

2



## BASIC MOVE

"I almost feel sorry for you, tiger boy. ALMOST!"

# Low Medium Kick!

2



## BASIC MOVE

"Ow! Now that's a dirty blow. I like it!"  
— KILR SportScan

# Low Medium Punch!

2



## BASIC MOVE

"Your moccasin is untied, Chief Blunder."

# Low Medium Punch!

2



## BASIC MOVE

"Your kind are not meant to walk the earth — so sit down!"

# Low Quick Kick!

1



## BASIC MOVE

"Aye Carumba! Spinal's getting the 'shins' kicked out of him!"  
— KILR SportScan



# Low Quick Kick!



## BASIC MOVE

"Whoa! Look at that alien slide!"  
— KILR SportScan

# Low Quick Punch!



## BASIC MOVE

"Ouch! That's gotta' be like biting into a big ice cube."  
— KILR SportScan

# Lucky Dodge!



## COMBAT EFFECT

Defensive Move. Play to negate an opponent's hit.  
"Luck? That was skill, nimrod!"

# The Mangler!

SABREWOLF



## SPECIAL MOVE

Terminal, Tiebreaker  
"I think I saw this scene in a horror movie once."  
— KILR SportsScan

# The Manual Of Arms!



## DRAW EFFECT

Play to search through your Draw Deck and take any two Moves. These may be placed immediately into your hand or any signed fighter stack. Shuffle your Draw Deck afterwards.  
There was much to be learned from this ancient tome of martial arts.

# Master Combo!



## Master Combo!

## COMBAT EFFECT

Play into your Trophy Pile immediately after one of your fighters completes a Combo series that caused at least 7 points of damage.

# Meat Cleaver!

SPYRAL



## SPECIAL MOVE

High Fierce Punch, Trademark Attack  
"And after this I hear he's going 'chopping' for a new agent!"  
— KILR SportsScan

# Meat Puppets!



## PROMOTION EFFECT

Play to choose any two fighters for a Match, but only after all players have declined to start a Bidding War.  
"It's a deal. I'll cut you in on the profits from the vid-reruns if you'll put your meat up against ours."

# Media Blitz!

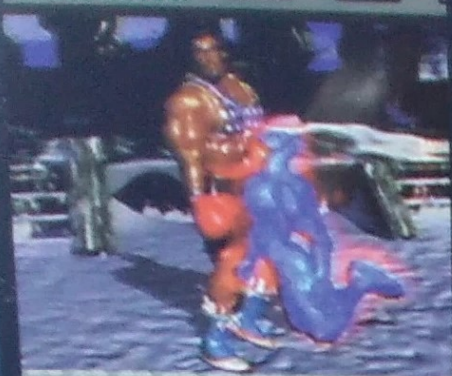


## PROMOTION EFFECT

Play immediately after winning a Bidding War. If your fighter wins place this card in your Trophy Pile. If he should lose you must remove 15 victory points (or as many as you currently have) from your Trophy Pile. The Press can be a great ally, or a relentless opponent.



## Media Hound!



### COMBAT EFFECT

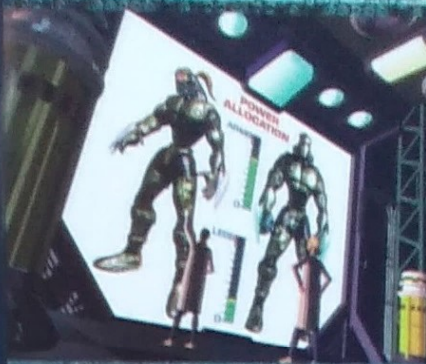
Place in your Trophy Pile after one of your fighters hits with a Fierce Special Move.

"So there I was..."

5

## Megaglitich!

FULGORE



### DRAW EFFECT

Enhancement. Declare high, low or jump when playing Megaglitich. Fulgore can no longer play these Move types, but all other Moves have a damage bonus of +2. Fulgore may discard this card during any End Phase.

<<Shutting down Module Q2-33...>>  
<<Transferring power to MegaMuscle.>>

## Meltdown!

CINDER



### DANGER MOVE

Terminal, Tiebreaker

"If you thought I was hot before, baby, check this out!"

5

## Mercy!



### COMBAT EFFECT

Unique. Play to prevent additional Picks from affecting your fighter this match. The roar of the crowd dies to a quiet murmur. The noble warrior decides to spare his opponent. The crowd's reaction - "Booooo!"

## Micro-Fusion Chip!

GLACIUS



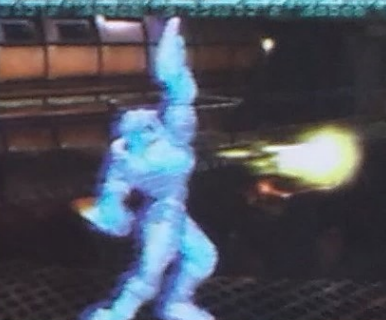
### COMBAT EFFECT

Glacius needs a powerful micro-fusion chip. If he plays a Danger Move or T.J. Combo or Fulgore, or any fighter in the Factory Arena, place this card in your Trophy Pile. Few sources could provide the alien with the parts needed to repair his blasted spaceship.

15

## Micro-Mimic V2.0!

FULGORE



### COMBAT EFFECT

Fulgore may use any fighter's Special Moves from your hand or your signed fighter stacks for this Match. These Moves are not affected by Picks or Termination, and are returned at the end of the Match. <<Activating video-sync... capture.>>

## Mirage!

0



### SPECIAL MOVE

High Quick Defensive Move. Cinder is immune to Energy Attacks until the end of the Match. Mirage remains in play until Cinder is hit. At the end of the Sequence, place Mirage to the side. When Cinder is hit or when the Match ends, put Mirage back in his fighter stack.

ILLUSTRATED BY RABBITMAN

## Mole!



### EFFECT

Unique. One of your spies manages to work his way into a rival Shadow Corp's infrastructure. Look through all of one opponent's cards, including his deck but not his discard pile, pick one effect card, then play it as your own and remove it from the game. The operative had waited years for this moment.

ILLUSTRATED BY RABBITMAN

## Monster Combo!



### COMBAT EFFECT

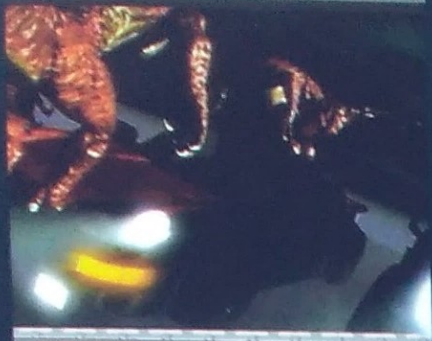
Play into your Trophy Pile immediately after one of your fighters completes a Combo series that caused at least 10 points of damage.

10

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### The Monster Confirmed!



#### END EFFECT

Raptor's creators are pleased at his ferocity and refill the gene pools. Play to eliminate all Raptor Influence cards. A thousand such monsters would soon ravage the earth.

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ILLUSTRATED BY RABBITHOLE

### Negotiations Are Closed!



#### PROMOTION EFFECT

No Bidding War takes place this Promotion Phase. All Match-ups are chosen randomly. Must be played before any Bids are revealed. The Shadow Corps will stop at nothing to win their war against Ultratech.

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### Network!



#### EFFECT

Unique. Place this card in your Trophy Pile. Each unsigned fighter stack you control is worth 3 Victory Points at the end of the game. The best Shadow Corps maintain relations with all the Killer Instinct champions.

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ILLUSTRATED BY ZBOZI

### Nigou Girl!

6

ORCHID



#### SPECIAL MOVE

Low Fierce Punch  
"I learned this one in cheerleading practice!"

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### Out of the Shadows!



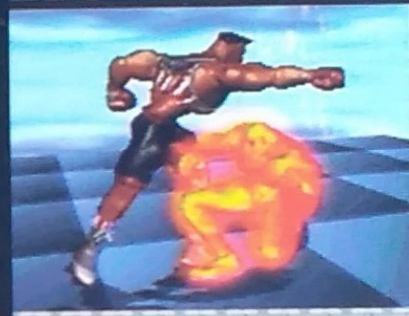
#### PROMOTION EFFECT

Unique Resource. Place a token on this card every time your Shadow Corp wins a Bidding War. Each token is worth 5 Victory Points and may be used in future Bidding Wars. Successful Shadow Corps eventually gain the public's attention. And that of Ultratech as well.

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### Overextended Attack!



#### COMBAT EFFECT

Play to add +4 points of damage to any hit. If your opponent's next Move hits it inflicts +4 damage. "The Tiger Spirit teaches that victory often calls for sacrifice."

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### Paparazzi!



#### GYM ARENA

During the first Move of the second Sequence, a hundred cameras flash at once, blinding all fighters except TJ Combo and Fulgore for this Move. Blinded opponents are vulnerable to Danger Moves for this Move. Fulgore's Blackout software protects his visual sensors. Sly TJ Combo knows when the paparazzi will start their barrage.

5

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### The Paper Pagoda!

JAGO



#### DRAW EFFECT

Unique. If you have an active Jago stack, draw 6 cards this Draw Phase. You have one minute to make a house of cards with 4 walls and a peaked roof. Opponents may speak to you, but you may not otherwise interfere with your effort. If you are successful, you may add all 6 cards to your hand. If not, discard all 6 cards.

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ILLUSTRATED BY JOHN HUGHES

### Peek-A-Boo!

ORCHID



#### DANGER MOVE

Terminal, Tiebreaker  
"Let's see the reverse angle shot on that one!"

— KILR SportsScan

5

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## Perilous Leap!



### LAVA BRIDGE ARENA

Any fighter that performs a Jumping Move and misses must immediately discard a remaining Move or suffer a Fatality. Cinder may ignore this effect. The River of Fire has claimed more than one Killer Instinct champion.

5

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ILLUSTRATED BY RAREWARE

## Phoenix!

2

THUNDER



### SPECIAL MOVE

High Medium Energy Attack, Tiebreaker  
"The power of the Phoenix is unstoppable!"

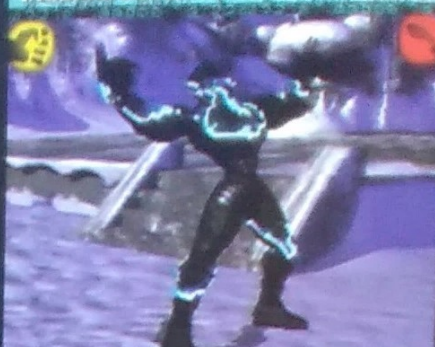
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## Plasma-Port!

0

FULGORE



### SPECIAL MOVE

High Medium Move, Teleport Attack  
«Random battle module activated.  
«Plasma-Port, chosen from 4,317 possible maneuvers.

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## Plasmallice!

6 4 2

FULGORE



### SPECIAL MOVE

High Declared Punch	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

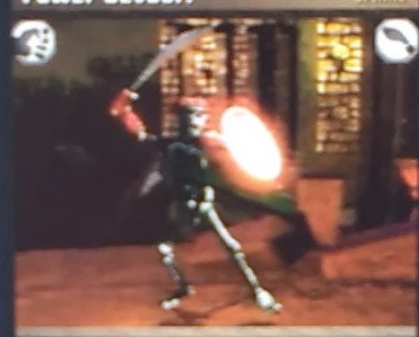
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## Power Devour!

0

SPITTING



### SPECIAL MOVE

Defensive Move. If opponent plays an Energy Attack, it automatically misses. Place a counter on Power Devour. If you play an Energy Attack later this Sequence, remove the counter. Give the Move an extra Tiebreaker and +2 damage.

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## Power Surge!



### FACTORY ARENA

Once per Match, TJ Combo or Fulgore may draw on the Factory's power plant to add 4 points of damage to one successful attack. Muscle and machine surge with raw power!

5

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## Powerline!

4

COMBO



### SPECIAL MOVE

High Fierce Rush Attack, Tiebreaker  
"Who needs to spit fire when I can just bum-rush ya?"

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## PR Manager!



### DRAW EFFECT

Shadow Corp Personnel. As long as the PR Manager remains in play, your fighter never suffers more than 1 Pick when defeated.  
"Yeah, we meant to do that."

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ILLUSTRATED BY RAREWARE

## Prometheus Ambulance!



### COMBAT EFFECT

Play when a fighter is Terminated. The fighter is merely defeated, but suffers an additional Pick.  
"If we can't save you, we'll clone you!"

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## Promoter!

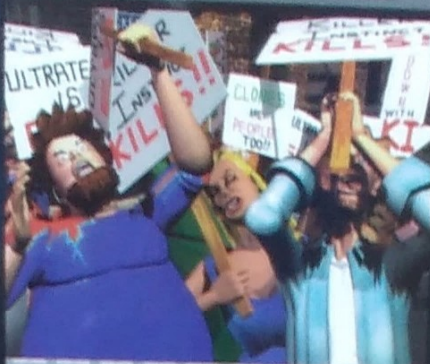


### DRAW EFFECT

Shadow Corp Personnel. As long as the Promoter remains in play, you may add +10 to any bid made during the Promotion Phase.

"You want to fight our boy? What's in it for us?"

## Protest!



### PROMOTION EFFECT

Brotherhood of Peace. Play at the beginning of the Promotion Phase. The Brotherhood of Peace protests Killer Instinct. Ultratech manages to pay off the B.O.P., but no fights may take place this turn.

"End the violence now!"

## Public Sympathy!



Ooh! That's Gotta Hurt!

### COMBAT EFFECT

Play after any match in which one of your fighters is defeated.

"Boy, I wouldn't want to be Chief Thunder right now!"

— KILR SportScan

3

## Punching Bag!

2

COMBO

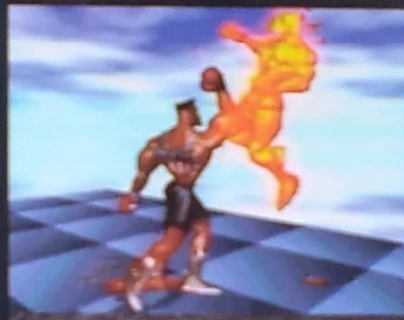


### SPECIAL MOVE

High Quick Punch

"Now roll over and play dead, Fido!"

## Ratings Sweep!



### AIR BOX ARENA

Originally built as a weapons platform, Ultratech eventually turned their prototype into the dreaded Air Box.

10

## Recycle!



### EFFECT

Play to recover any card immediately after it goes to your Discard Pile. The Shadow Corps never squander precious resources.

## Reflect!

0

ULTRATECH



### SPECIAL MOVE

High Fierce Defensive Move. If the opponent's Move is an Energy Attack it is reflected back at him. The opponent takes the damage and his Combo series is broken.

6 4 2

## Reverse Jump Rake!

RIPTOR



### SPECIAL MOVE

Jumping	Declared	Kick
Damage	6	Green
Fierce	4	Green+1
Medium	2	Green+2
Quick		

## Reverse Sabrespin!

4

SABREWOLF



### SPECIAL MOVE

High Medium Punch

"Sabrewulf's looking for a new bone to gnaw on, and Spinal's it!"

— KILR SportScan





**Reverse Triplex** 4 THUNDER

**SPECIAL MOVE**  
High Medium Punch  
"These blessed blades will cut through even your hard shell, demon-spawn!"



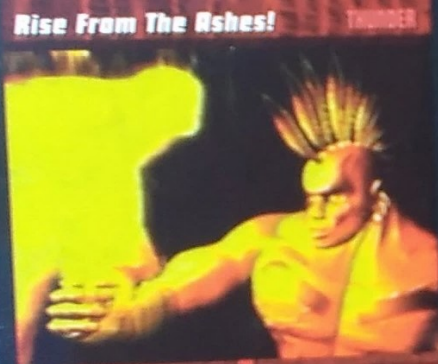
**Riptor!**

**DRAW EFFECT**  
Influence  
Riptor is a lethal fighting machine, born in a bloody gene pool of human and reptilian DNA.



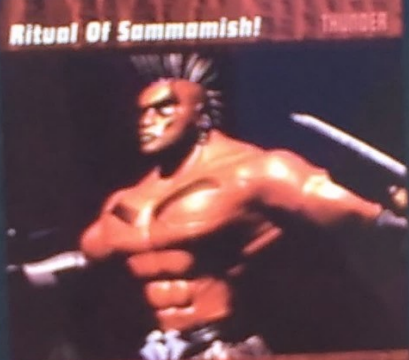
**Riptor Rage!** 6 4 2 RIPTOR

**SPECIAL MOVE**  
High Declared Rush Attack, Tiebreaker  
Declare Damage Hits  
Fierce 8 Green  
Medium 4 Green+1  
Quick 2 Green+2



**Rise From The Ashes!** THUNDER

**COMBAT EFFECT**  
Play to prevent Chief Thunder from being Terminated. May only prevent Termination caused by Cinder, or any opponent in the Lava Bridge or Factory Arena. The Phoenix protects its chosen one from a fiery death.



**Ritual Of Sammamish!** THUNDER

**COMBAT EFFECT**  
Chief Thunder performs the Ritual of Sammamish. If Chief Thunder is hit twice in a row, he may transform his pain into a mystical shield that reduces the damage from all other hits this Match by 1 point. Chief Thunder calls upon the power of the Phoenix through the Ritual of Sammamish.



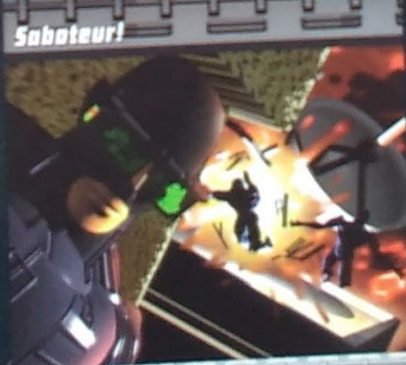
**Rollercoaster!** 4 COMBO

**SPECIAL MOVE**  
Low Medium Punch  
"Roll like a freight train, hit like a locomotive!"



**Rule the World!**

**PROMOTION EFFECT**  
Unique. Place 4 counters on this card. Each counter is worth 5 Victory Points and may be used in a Bidding War. Any player may discard a Resource or Shadow Corp Personnel once a turn to add or remove 1 counter from this card.



**Saboteur!**

**DRAW EFFECT**  
Shadow Corp Personnel. As long as the Saboteur is in play, you may discard any 2 cards from your hand to negate any Effect card played by an opponent. Saboteurs are a constant thorn in the Shadow Corps' side.



**Sabrewulf!** 4 SABREWOLF

**SPECIAL MOVE**  
High Medium Kick  
"Sabrewulf's got a wicked 'claws' in his contract!"  
— KILR SportScan





**SPECIAL MOVE**

Jumping Fierce Rush Attack, Tiebreaker  
*"Ga-going! Sabrewulf's all over Fulgore like a mailman wearing sausage!"*

— KILR SportScan

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ILLUSTRATED BY BARRYHART



**SPECIAL MOVE**

Low Quick Rush Attack, Tiebreaker  
*"What a great move! That lycanthrope's on a roll!"*

— KILR SportScan

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**SPECIAL MOVE**

High Declared Punch  

Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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**Sabrewulf!**



**DRAW EFFECT**

Influence  
*Cursed with lycanthropy, Count von Sabrewulf battles for a promised cure.*

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ILLUSTRATED BY BARRYHART



**COMBAT EFFECT**

Play immediately after revealing Moves. Both Moves are discarded and negated. Neither warrior would attempt that maneuver again.

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**SPECIAL MOVE**

High Declared Punch  

Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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**Sandstorm!**



**DESERT ROOFTOP ARENA**

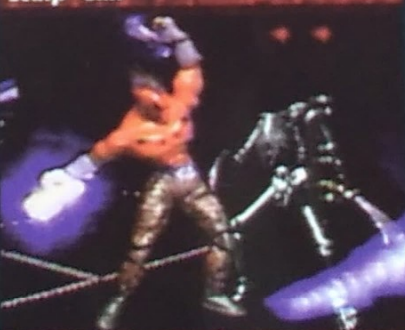
Both fighters are blinded by a fierce desert sandstorm and must draw the first Move of each Sequence randomly. Beware the scirocco!

10

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**Scalp 'Em!** THUNDER



**ANGER MOVE**

Terminal, Tiebreaker  
*"Back to the grave, foul revenant!"*

5

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**Scaly Hide!** RIPTOR



**COMBAT EFFECT**

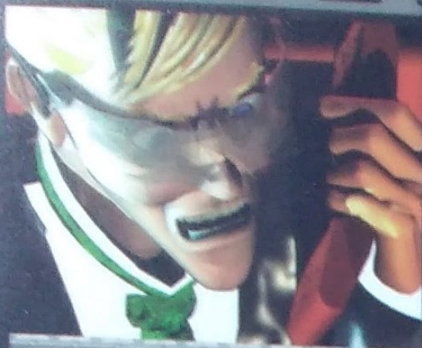
Riptor's scaly hide deflects an opponent's blow. Play after a successful hit to negate it's damage. This does not break an opponent's Combo series.  
*The monster's leathery hide comes from the DNA of ancient dinosaur bones.*

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## Scandal!



### DRAW EFFECT

Eliminate one of your signed fighter stacks to eliminate an opponent's signed fighter stack, but only if the opponent's stack has fewer Move cards.

"You what? With who?"

## The Scent Of Fear!

SABREWOLF



### COMBAT EFFECT

Play immediately after Sabrewulf's opponent is damaged in combat by a Fierce Move. The panicked fighter loses his concentration and cannot play Special Moves for the rest of this Sequence.

The strongest scent is that of fear.

## Scorcher!

CINDER



### COMBAT EFFECT

Play whenever Cinder hits with a Special Move to cause 2 extra points of damage. Cinder receives a point of damage for each Scorcher played previously this Match.

"Toasted!"

## Searing Skull!

2

SPIRAL



### SPECIAL MOVE

High Medium Energy Attack, Tiebreaker "Spiral's magical shield seems haunted by angry spirits of the dead!"

— KILR SportScan

## Second Chance!



### COMBAT EFFECT

Play to restart a Match, but only if your opponent currently has more damage than your fighter. In the new Match, all fighters start with no damage. Treat all Arenas as if they had just been played.

Harely were the warriors of Killer Instinct given a second chance.

## Second Wind!



### COMBAT EFFECT

Play to recover 4 points of damage, but your opponent recovers 2 points of damage while your fighter catches his breath.

"I was just loyin' with him!"

## Sell-Out!

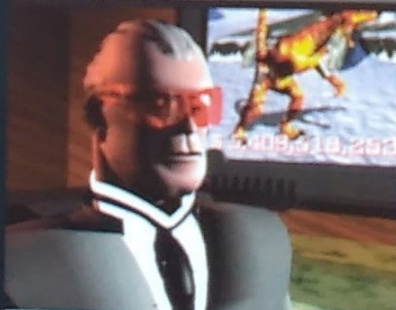


### PROMOTION EFFECT

If the winner of a Bidding War chooses one of your fighters, you may select any other fighter, except one of the bidding player's, to fight in his place. The winner of the Bidding War may continue to decide all other Match-ups normally.

A little money goes a long way.

## Shadow CEO



### DRAW EFFECT

Shadow Corp Personnel. Once per turn, the CEO may either allow you to draw a card, force a defeated fighter to suffer an additional Pick, or force one opponent to discard one card of his choice from his hand.

Shadow CEOs are like poison coursing through Ultratech's veins.

## Shadow Espionage!



### DRAW EFFECT

Your agents uncover the secret to one rival fighter's power and nullify it. Eliminate any Enhancement.

Once revealed, the Killer Instinct champions' secret weapons become the target of rival Shadow Corps.



## Shadow Spies!



### EFFECT

Shadow Spies disrupt your rival's operations. Play to negate any Effect card immediately after it is played in the Draw, Promotion, or End Phases. Shadow Spies pride themselves on performing their missions undetected.

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## Shadow Strike!



### COMBAT EFFECT

Play to add +3 points of damage to any successful Rush attack. The warrior was a blur of muscle and mayhem.

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## Shaky Bridge!



### CHASM ARENA

Chief Thunder and Jago use their spiritual self-awareness to steady themselves on the treacherous bridge. All other combatants are thrown off balance and may not play any Defensive Moves. Steady of soul, steady of foot.

5

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## Shield Spike!



### SPECIAL MOVE

Terminal, Tiebreaker  
"Where did that come from?"  
— KILR SportScan

5

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## Sharkwave!



### SPECIAL MOVE

High Medium Energy Attack, Tiebreaker  
"That alien's full of surprises!"  
— KILR SportScan

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## Side Bet!



### PROMOTION EFFECT

Play at the end of the Promotion Phase. Choose any one opponent's fighter. If that fighter wins his next Match-up, place Side Bet in your Trophy Pile. Only the fall of Ultratech matters to the ruthless Shadow Corps.

10

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## Silencer!



### SPECIAL MOVE

Terminal, Tiebreaker  
"Sorry, loser, but I play for keeps."

5

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## Skele-Slide!



### SPECIAL MOVE

Low Declared Rush Attack, Tiebreaker  

Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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## Skeleport!



### SPECIAL MOVE

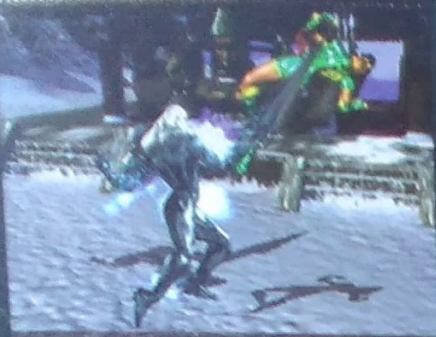
High Medium Kick, Teleport Attack  
"Where'd he go?"  
— KILR SportScan

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## Slippery Surface!



### ICE SHRINE ARENA

The icy Gladius and the nimble B. Orchid maneuver their opponent onto slippery ice. The opponent may not play Jumping Moves in the first Sequence. A fall on the slippery ice can be lethal.

5

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## Snow Meld!



### ICE SHRINE ARENA

Once per Sequence, Gladius may meld with the mountain snow to recover 2 points of damage. The alien basks in the chilling beauty of the world that enslaves him.

5

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## Soulsword!

4

SPINAL



### SPECIAL MOVE

High Medium Punch  
"Fortunately for Fulgore, he doesn't have a soul!"

— KILR SportScan

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## Spinal!



### DRAW EFFECT

Influence  
Spinal is the animated skeleton of a powerful and ancient warrior.

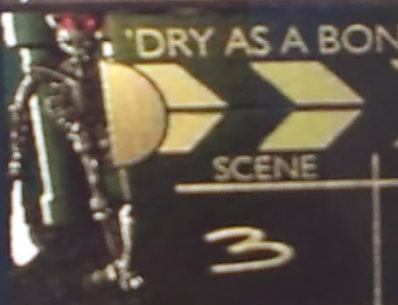


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## Spinal: The Movie!

SPINAL



### DRAW EFFECT

Enhancement. Spinal's producer wants to use live-action footage from Ultratech's mega vid-screen. Every time Spinal wins a fight, place a token on this card. If Spinal loses a fight, remove one token. Each of these tokens is worth 10 Victory Points, and may be used in Bidding Wars. Though the undead warrior was a natural actor, he often misunderstood the director's instructions.

5

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## Spinal's Chilling Cackle!

SPINAL



### COMBAT EFFECT

Play immediately after Spinal causes damage with a Fierce Special Move. His frightened opponent must play the rest of his Moves in this Sequence in descending order of damage, starting with those that cause the most. Fulgore is immune to this effect. The cackle that emerged from Spinal's bony throat was ancient and hollow, causing his opponent's muscles to quiver in terror.

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## Spinfist!

2

COMBO



### SPECIAL MOVE

High Quick Punch  
"You got one hard skull, knucklehead."

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## Spirit Hatchets!

THUNDER



### DRAW EFFECT

Enhancement. The Spirit of the Phoenix blesses Chief Thunder's hatchets with mystical energy. All his Punches Combo with one another. Chief Thunder has a powerful and enigmatic patron.

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## Spirit Of The Tiger!



### END EFFECT

The Tiger Spirit is satisfied with Jago's performance. Play to eliminate all Jago Influence cards. "Fill me with your spirit, Master."

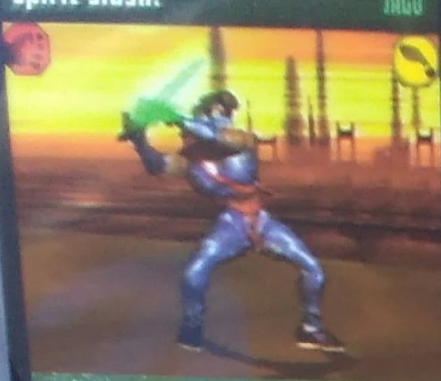
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**6**

**Spirit Slash!** JAGO




**SPECIAL MOVE**  
High Fierce Punch, Trademark Attack  
"The warrior must first learn wisdom and control. Then he may begin kicking butt."

10

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**Spoils of Victory!**



**PROMOTION EFFECT**  
If your Shadow Corp won the last Match it participated in, you may play this card to search your Draw Deck or Discard Pile for any Arena card. To the winner goes the spoils.

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**Stall!**



**END EFFECT**  
You cannot be eliminated from the game regardless of how many No Shows you have. Stall remains in play until any player signs a fighter stack. When Stall leaves play, disregard any No Shows accumulated during previous turns. Above all, the Shadow Corps must ensure their champion's cooperation.

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**6 4 2**

**Stamp!** EYEDOL

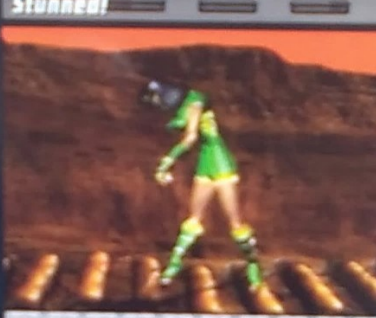


**SPECIAL MOVE**  
Jumping Declared Rush Attack, Tiebreaker

Declare	Damage	Bloodline
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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**Stunned!**



**COMBAT EFFECT**  
Play after any successful Energy Attack. The opponent must choose his next Move randomly. The warrior's brain was scrambled by the tremendous shock.

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**Summon Chevy!** JAGO



**DANGER MOVE**  
Terminal, Tiebreaker  
"Ancient Tibetan secret."

5

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**Summon Chi!** JAGO



**COMBAT EFFECT**  
Jago channels his chi into a successful blow, causing 2 extra points of damage.  
"The Tiger conserves its strength, releasing it only at the critical moment of impact."

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**Super Combo!**




**COMBAT EFFECT**  
Play into your Trophy Pile immediately after one of your fighters completes a Combo series that caused at least 4 points of damage.

4

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**Super Gene Pool!**



**LABORATORY ARENA**  
Once per Match, Riptor or Cinder may drink from the gene pool. Flip a coin: Heads, the fighter recovers 6 points of damage. Tails, the fighter loses 3 points.  
Strange organisms grow in the gene pool. Sometimes they are beneficial, sometimes they are not...

6

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# 6 Super Searing Skull!

SPINAL



## SPECIAL MOVE

High Fierce Energy Attack, Tiebreaker. May only be played in the first Sequence if opponent has played an Energy Attack during a previous Move.

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# Supernatural Energy!



## JUNGLE ROOFTOP ARENA

Once per Sequence, the spirits of the citadel surge through their former warlord, allowing Spinal to cause 2 extra points of damage with 1 Special Move. The spirits of Spinal's dead lieutenants rise from the crypt to aid their unholy master.

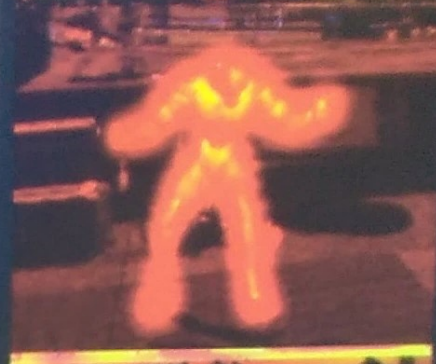
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# Supernova!

INDER



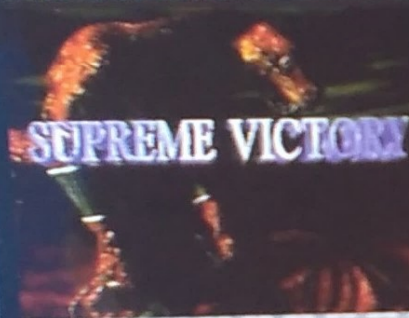
## COMBAT EFFECT

Play immediately after the last Move in a Sequence is resolved. Cinder may immediately play up to 3 free Moves, which may all be linked with the last Move in the Sequence for a Combo. Cinder is exhausted the next Sequence and cannot play a card for the first three Moves. "Let's turn up the heat, baby!"

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# Supreme Victory!



## COMBAT EFFECT

Play immediately after a match in which you defeat your opponent and receive no damage. Place Supreme Victory in your Trophy Pile.

20

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# Sword Of Doom!

SPINAL



## DRAW EFFECT

Enhancement. Spinal finds the legendary Sword of Doom. If Spinal wins a Match, and his last Move is a Scoutsword or a Fierce Punch his opponent is Terminated. It had lain dormant for a thousand years, hungering for the taste of blood and souls.

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# Sword Sweep!

SPINAL



## COMBAT EFFECT

If Spinal's current Move is a Punch, he automatically hits his opponent and causes their Move to miss. Halve the total damage and round up. May be played after Moves are revealed, but not if one of them is a Danger Move. The ancient warrior performs a strike once used to keep wolf packs at bay.

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# System Shock!



## COMBAT EFFECT

Play to add +3 points of damage to any successful Energy attack. The incredible surge nearly stopped the warrior's heart.

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# T.N.O!



## COMBAT EFFECT

Play after hitting with a Quick, Medium and Fierce Move, in that order. Your opponent is defeated and suffers an additional Pick. There were a few odd loop-holes in Ultratech's tournament rules.

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# Tail Spike!

RIPTOR



## DANGER MOVE

Terminal, Tiebreaker  
"Doh! Gladius will be singing soprano now!"

— KILR SportsScan

1

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6 4 2

Tailflip!

RIPTOR



## SPECIAL MOVE

Jumping Declared Rush Attack, Tiebreaker

Declare Damage Hits

Fierce 6 Green

Medium 4 Green+1

Quick 2 Green+2

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Talk The Talk!

COMBO



## COMBAT EFFECT

Win or lose, TJ Combo knows how to look good with the media. Play this card immediately after any Match TJ fights in.  
"I pity the fool!"

5

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Team Up!



## PROMOTION EFFECT

Unique. After match-ups are determined, you may add a second signed fighter to your match. You may only use one fighter per Move in a sequence. Combos are not shared by your two fighters. All damage and effects are applied normally. If either fighter is defeated, the match ends and both of your fighters suffer 2 Picks. Rules are made to be broken.

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Techno-mage!



## EFFECT

Unique. Search through your Draw Pile or your Discard Pile for any one effect card. Shuffle your Draw Pile afterwards. Shadow Corps employ Techno-mages to bend the laws of time and space for their own twisted ends.

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Teleport Device!



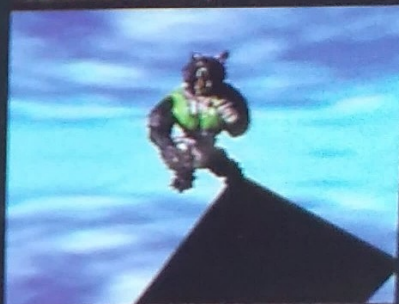
## COMBAT EFFECT

Play after Moves are selected but before they are revealed. Your Move now has the Teleport Attack power. Ultratech's top-secret prototypes sometimes fall into the hands of the Shadow Corps.

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Terminal Velocity!



## AIR BOX ARENA

The loser of this fight is Terminated. KILR-TV once sponsored an "Air Box Bingo." If a Killer Instinct warrior landed on a contestant's box, they could win a million dollars.

10

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6  
Terrible Talons!

RIPTOR



## SPECIAL MOVE

High Fierce Punch, Trademark Attack  
"Yowza! Riptor's opponent is about to get the double-whammy!"  
— KILR SportsScan

10

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Thunder Hatchets!

JUNGLE



## DANGER MOVE

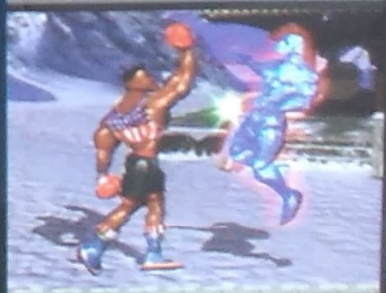
Terminal, Tiebreaker  
"Feel the fury of the desert storm, steel demon!"

5

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Tiebreaker!



## COMBAT EFFECT

Add an extra Tiebreaker to any Move before hits are resolved. May be played after Moves are revealed. A desperate surge of adrenaline decides the outcome!

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# Tiger Fury!

6 4 2

JAGO



## SPECIAL MOVE

Low Declared Punch

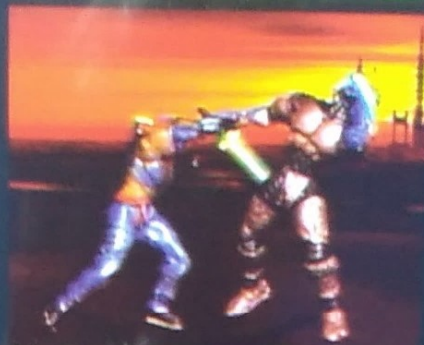
Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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# Tiger's Claws!

JAGO



## DANGER MOVE

Terminal, Tiebreaker

"Consider yourself 'recalled,' cyborg."

5

# The Tiger's Claws!



## TIGER SHRINE ARENA

All Fierce Moves cause +2 points of damage.

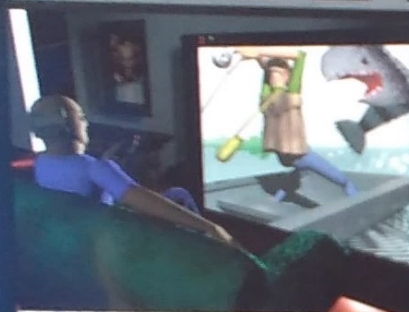
The warriors' fury was rewarded by the mysterious Tiger Spirit.

10

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# Time Out!



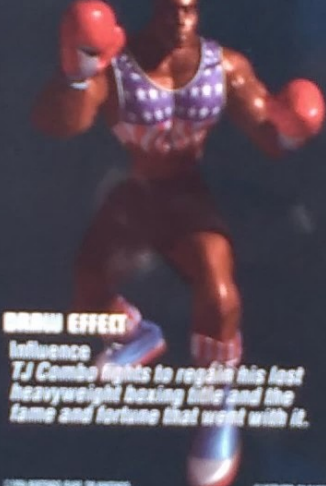
## COMBAT EFFECT

Play at the end of a Sequence to automatically end the fight. If both fighters have the same damage total, the Match continues until one fighter has more damage than the other. The fighter with the most damage is defeated. When the action is slow, many fans watching a killer instinct match on TV switch to the Bloodless channel.

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# TJ Combo!



## DRAW EFFECT

Influence  
TJ Combo fights to regain his lost heavyweight boxing title and the fame and fortune that went with it.

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# TJ's Crib!



## GYM ARENA

TJ's Crib may only be placed in your Trophy Pile if TJ Combo wins this fight. When TJ's Crib is in your Trophy Pile, it is worth 10 Victory Points. "Lights out, punk! This is my turf!"

5

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# TJ's Nameboys

COMBO



## COMBAT EFFECT

Play immediately after TJ Combo is chosen to fight in a Match. TJ's opponent may not place any Victory Points earned during the match into his Trophy Pile unless TJ is Terminated. "Whoop it up, homies!"

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# TJ's Title Restored!



## END EFFECT

TJ's victories convince the Heavyweight Boxing Commissioner to reinstate his boxing title. Play to eliminate all TJ Combo Influence cards. "Look out, world! The main man is back!"

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# Tamohawk!

THUNDER



## SPECIAL MOVE

Jumping Fierce Punch  
"Feel the wrath of the Phoenix, unbeliever!"

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6 4 2

Trailblazer!

ORDER



## SPECIAL MOVE

Jumping Declared Rush Attack, Tiebreaker

Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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The Trashman Cometh!



## DRAW EFFECT

Play to recover any one card from an opponent's Discard Pile. You must show this card to its owner, but you may use it as your own until the Killer Instinct contest is over. A Shadow Corp's best kept secrets can sometimes be found in the strangest places.

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Trial Of The Century!



## COMBAT EFFECT

Brotherhood of Peace. Brotherhood of Peace protests force the police to arrest any one Killer Instinct champion who terminated another fighter this turn. The Shadow Corp's defense team acquits the fighter, but he must miss the next 2 turns while he sits through a lengthy court trial. "Killer Instinct kills!"

ILLUSTRATION BY: [illegible]

ILLUSTRATION BY: [illegible]

Trip!



## COMBAT EFFECT

Defensive Move. Play to negate a successful Rush Attack. The rushing fighter takes 2 points of damage. May not be played if opponent's last Move was part of a successful Combo. "Oof!"

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ILLUSTRATION BY: [illegible]

Triplan!

6 4 2

THUNDER



## SPECIAL MOVE

High Declared Punch

Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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Triple Combo!



Triple Combo!

## COMBAT EFFECT

Play into your Trophy Pile immediately after one of your fighters completes a Combo series that caused at least 3 points of damage.

3

ILLUSTRATION BY: [illegible]

ILLUSTRATION BY: [illegible]

Turbo Laser!

Fulgor



## DRAW EFFECT

Enhancement. Fulgor's creators install a top secret turbo laser. His Energy Attacks cause 3 extra points of damage. <<Integrating turbo laser...>> <<Turbo laser on-line...>> <<Charging...>>

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Ultra Combo!



Ultra Combo!

## COMBAT EFFECT

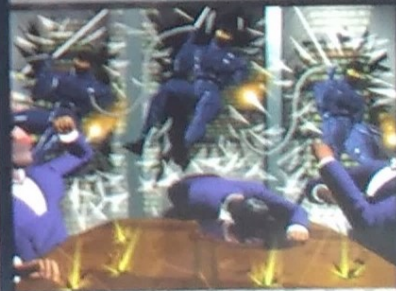
Play into your Trophy Pile immediately after one of your fighters completes a Combo series that caused at least 20 points of damage. An Ultra Combo instantly Terminates your opponent.

30

ILLUSTRATION BY: [illegible]

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Ultratech Raid!



## END EFFECT

Force any one opponent to discard all Resources and at least 10 Victory Points from their Trophy Pile. Once exposed, the Shadow Corps are no Match for Ultratech's killers.

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ILLUSTRATION BY: [illegible]



### Ultratech Revealed!

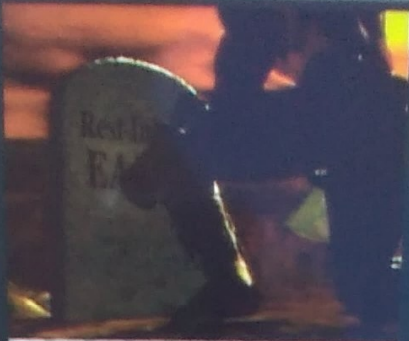


#### END EFFECT

B. Orchid downloads Ultratech's top secret files. Her mission complete, the Shadow Corps lose their influence over her. Play to eliminate all B. Orchid Influence cards.  
"This is B. Orchid to base, I have Ultratech by the ball bearings. I'm outta' here."

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### Vengeance!

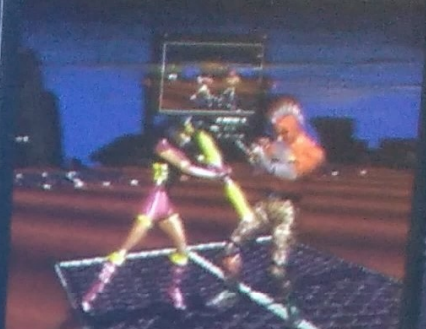


#### END EFFECT

Chief Thunder uncovers the plot surrounding his brother's death and leaves the tournament to seek his vengeance. Play to eliminate all Chief Thunder Influence cards.  
"Now all that remains is my vengeance."

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### Vid-Screens!



#### SKYSCRAPER ROOFTOP ARENA

Once per Match, B. Orchid may use the vid-screens to study her opponent's style. The opponent must reveal all Moves remaining in his stack.  
"Is that the best you've got?"

5

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### Vital Blow!



#### COMBAT EFFECT

Play to add +1 point of damage to any successful Special Move.  
The warriors of Killer Instinct know many deadly techniques.

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### The Wager!



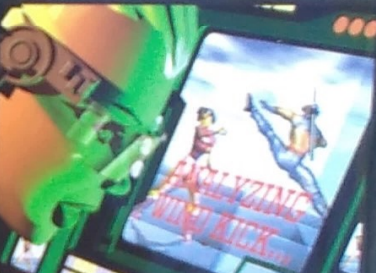
#### PROMOTION EFFECT

Choose any one card in play or in your hand that you own. Your opponent may do the same. The winner of the best match between you and that opponent keeps both cards. If your opponent declines the wager, place this card in your Trophy Pile. If they accept, discard this card.  
Great risks offer great rewards. Or terrible losses.

5

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### Wait For It!



#### COMBAT EFFECT

Computer analysis reveals your opponent's favorite Move. Play immediately after a Trademark Attack is revealed. The Trademark Attack is negated and discarded. The Shadow Corps use super-computers to detect fighters' weaknesses.

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### Weak Spot!



#### COMBAT EFFECT

High Fierce. Add the bloodline above to any one Move before resolving hits. May be played after Moves are revealed. Discard after use.  
"Aiyah!"

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### Weak Spot!



#### COMBAT EFFECT

High Medium. Add the bloodline above to any one move before resolving hits. May be played after Moves are revealed. Discard after use.  
"Shi-oot!"

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### Weak Spot!



#### COMBAT EFFECT

High Quick. Add the bloodline above to any one move before resolving hits. May be played after Moves are revealed. Discard after use.  
"Ahee!"

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### Weak Spot!



#### COMBAT EFFECT

Jumping Fierce. Add the bloodline above to any one Move before resolving hits. May be played after Moves are revealed. Discard after use. "Punk!"

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### Weak Spot!



#### COMBAT EFFECT

Jumping Medium. Add the bloodline above to any one move before resolving hits. May be played after Moves are revealed. Discard after use. "Bzzt... crackle... pop."

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### Weak Spot!



#### COMBAT EFFECT

Jumping Quick. Add the bloodline above to any one move before resolving hits. May be played after Moves are revealed. Discard after use. "Hisssss!"

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### Weak Spot!



#### COMBAT EFFECT

Low Fierce. Add the bloodline above to any one Move before resolving hits. May be played after Moves are revealed. Discard after use. "Rattle, rattle, rattle."

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### Weak Spot!



#### COMBAT EFFECT

Low Medium. Add the bloodline above to any one move before resolving hits. May be played after Moves are revealed. Discard after use. "Yipes!"

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### Weak Spot!



#### COMBAT EFFECT

Low Quick. Add the bloodline above to any one move before resolving hits. May be played after Moves are revealed. Discard after use. "Yipe, yipe, yipe!"

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### Who!



#### PROMOTION EFFECT

Play after Match-ups are decided on any fighter that will not take part in a Match this turn. That fighter suffers one Pick. Bench warmers are quickly forgotten by Killer Instinct fans.

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### 6 4 2 Wind Kick!



#### SPECIAL MOVE

Jumping	Declared	Kick
Declare	Damage	Hits
Fierce	6	Red
Medium	4	Red+1
Quick	2	Red+2

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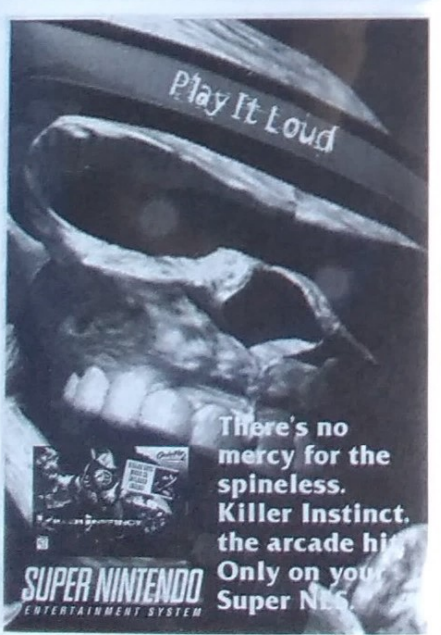
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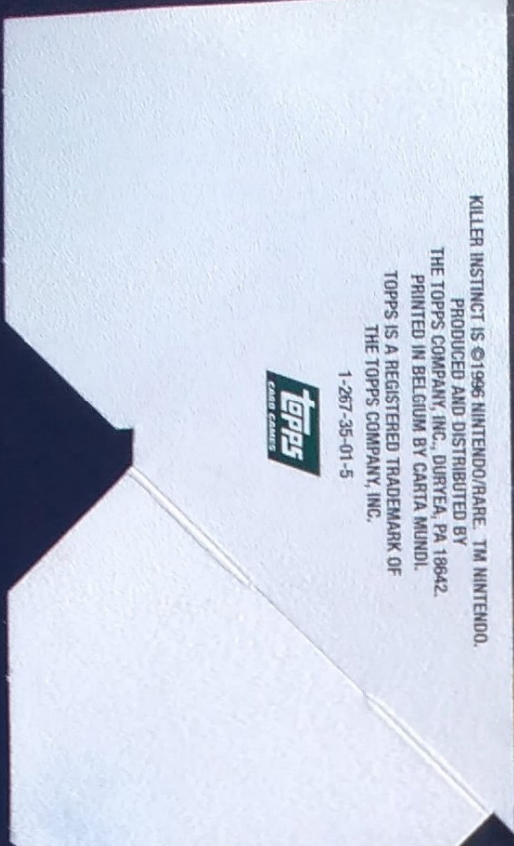


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STARTER DECKS



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# The End

